

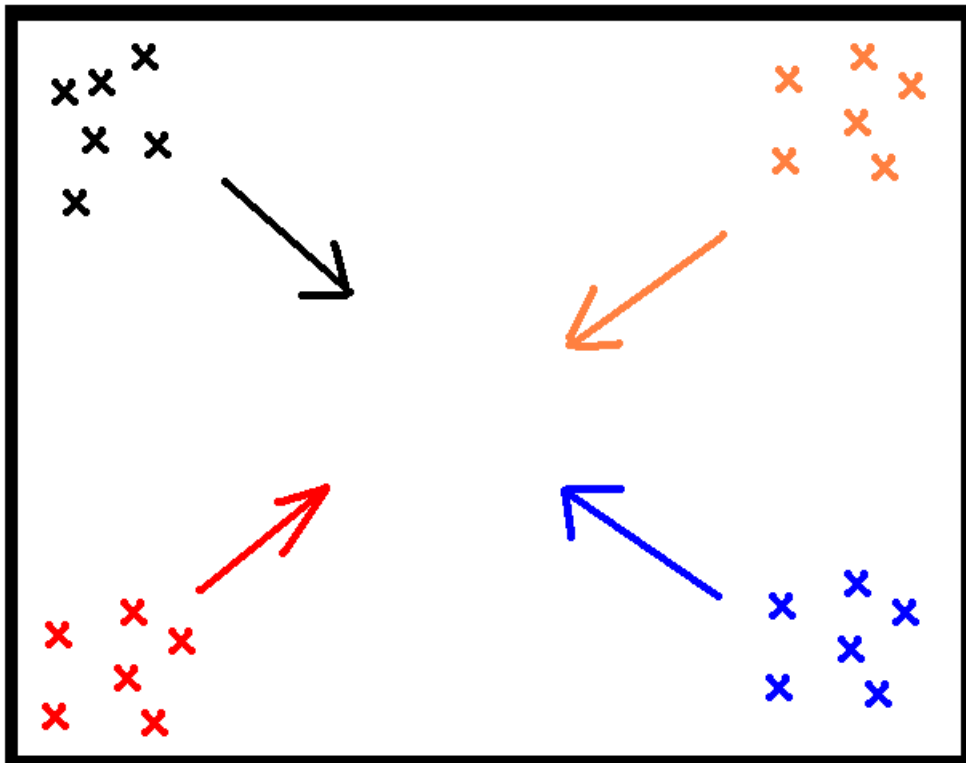
# Bedlam

This game requires four teams of equal size. Each team takes one corner of the room or playing field. The play area is square shaped. At a signal each team attempts to move as quickly as possible to the corner diagonal from their corner. The first team to get all its members into its new corner wins that particular round, or you can eliminate the last person to make it to each corner for each round.

Now for the fun. For the first round, announce simple running as the way for teams to travel to their corners. But after that you can use any number of possibilities: walking backward, wheelbarrow racing (one person is the wheelbarrow), piggybacking, rolling somersaults, hopping on one foot, skipping, crab-walking, etc. There will be mass bedlam in the center as all four teams crisscross.

Diagram for: **Bedlam**

X = Kids



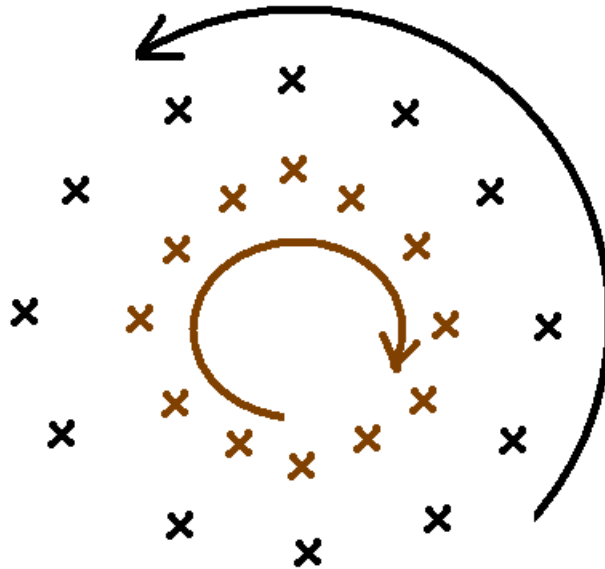
# Birdie on a Perch

For this game you will need a bunch of kids, and a boom box(or some sick guitar skillz). Have the kids each pick a partner so that there are several teams of 2 kids each. One partner is the birdie and the other is the perch. Have the kids gather into 2 different circles. Direct one circle of kids [the birdies] to be inside of the other circle of kids [the perches].

The game begins when the music starts pumping. All the kids in the inside circle will walk clockwise, meanwhile all the kids in the outside circle will walk counterclockwise. When the music stops the players will race to find their partners and become a birdie on a perch. This is done by having one kid [the perch] get down on all fours, and the second kid [the birdie] sitting on the back of the first kid.

The last pair of kids to get into birdie on a perch formation is out of the game. The winner is determined by elimination.

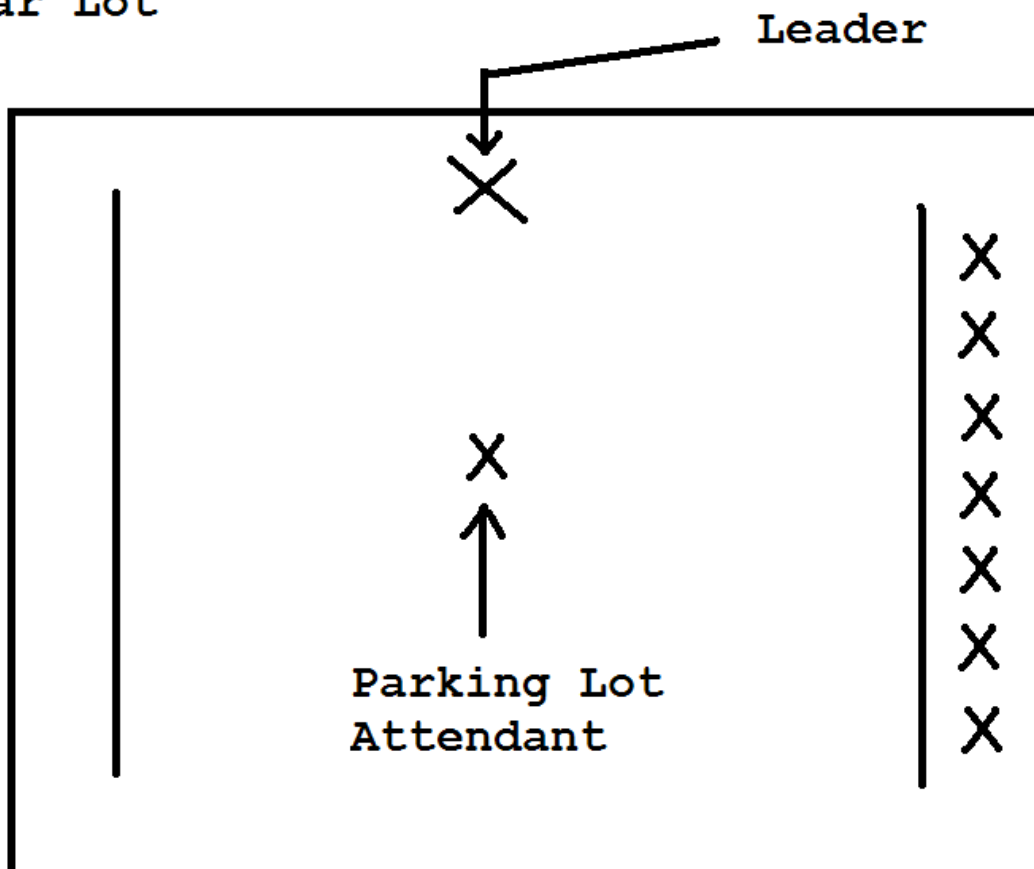
## Diagram for: Birdie on a Perch



# Car Lot

To start off this killer game the teacher needs to pick a parking lot attendant (a kid) out of the crowd. All the rest of the kids will be directed to line up side-by-side on a wall. The leader (a teacher) must determine the starting and stopping points for this game. The leader must then help the kids to pick three different vehicles of choice: Possibly a “monster truck”, a “dodge viper” and an “army tank”. Once the three types of vehicles have been chosen, every kid must know in his head which vehicle he wants to be. When the leader shouts out the name of a vehicle, whoever chose that vehicle must now run to the stopping point on the other side of the class. Meanwhile, the parking lot attendant (a kid) will try and tag as many people as he can. If a kid gets tagged they must freeze in place right where they got tagged. They then can tag anyone running across the car lot but they cannot move their feet. If the leader calls out “Car Lot” then all of the kids no matter what have to go to the other side of the class. This game ends when only one kid or car team is left.

**Diagram for:**  
**Car Lot**

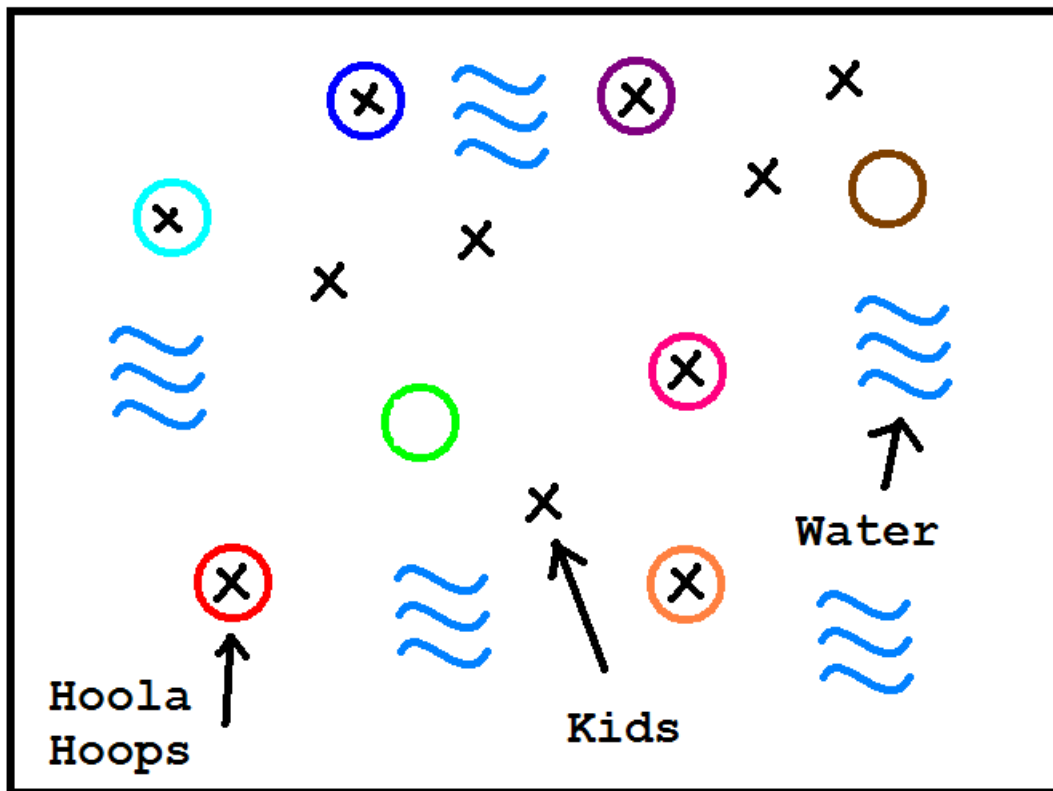


# Disappearing Islands

This is a great game for lots of kids. Lay down several Hoola Hoops sporadically on the ground. Have all the kids do fun stuff around the room such as: skipping, crab walking, summersaults, the worm, hopping, running, or the bear crawl. At your call [or when the music stops] the ground will turn into water (or hot lava) and in order to survive you must run to the safety of a Hoola Hoop island. If you are the last person to reach the island, the shark has eaten you, and you are out of the game! Multiple people can be on an island as long as part of your body is touching the floor inside the island.

As the game progresses take out a hoola hoop every round, so it gets harder and harder to reach safety.

## Diagram for: Disapearing Islands



# Dragon: Rock, Paper, Scissors

This is another great game to start the class with. Pair off your students for some Rock-Paper-Scissors match-ups. The best two out of three wins the match, and the winner becomes the head of the dragon. Meanwhile the loser grabs onto the winner's shoulders and follows wherever the winner goes.

The new dragon heads then challenge each other with another round of Rock-Paper-Scissors. The dragon who loses the match now latches on behind the winner.

This process of elimination continues until there are only two dragons remaining. The final match is an extended three-out-of-five round to determine the fire-breathing champion.

# Duck Duck Goose

This simple game is a must for pre school kids. Group the kids in a circle and have them sit down. One kid will go around the circle tapping on the heads of the other kids saying “duck”, “duck”, and when he decides to pick someone he says “goose”. The kid will then run around the circle once trying to get to the vacant spot that was created by the Goose! If he gets tagged by the goose he sits in the mush pit (the middle) for 3 turns. If the goose does not catch the first kid, he becomes the next head taper.

# Pool Noodle Swat

This game is similar to Duck, Duck, Goose, but the person who is "It" works from inside the circle. Cut a foam pool noodle into two pieces and use one half as a swatter.

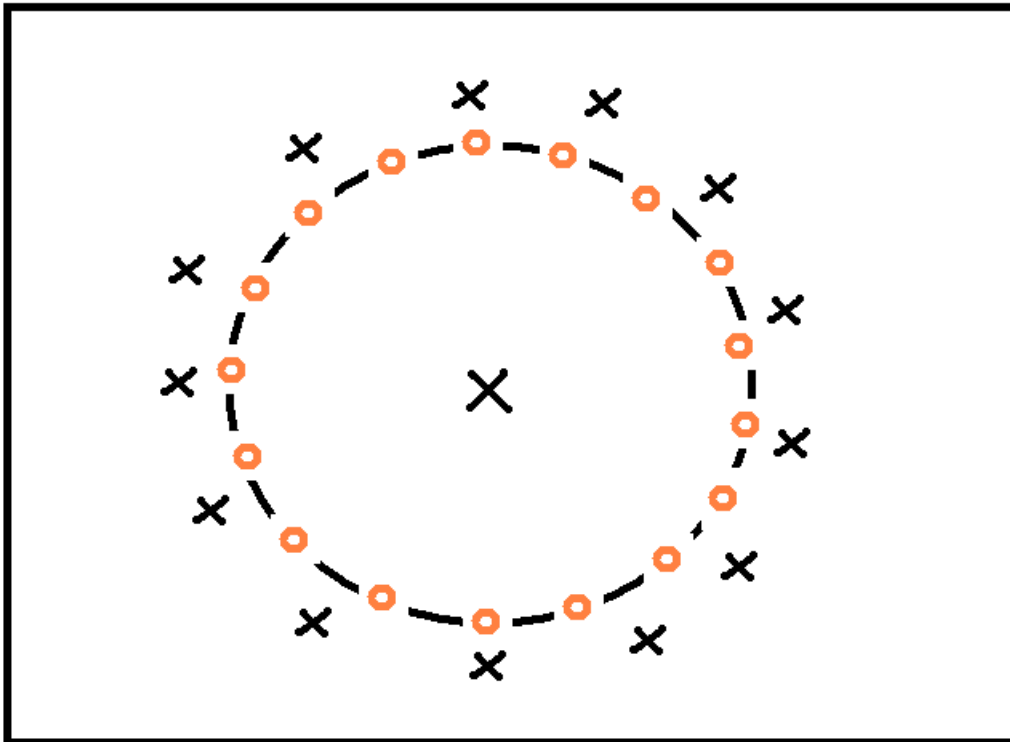
Players take their seats in a large circle of chairs with one chair sitting in the middle. The person chosen to be "It" starts the game by walking around the inside of the circle and swatting a seated player on the arm. Now the game kicks into high gear as "It" runs to the middle of the circle, drops the swatter on the chair, and races back to sit in the vacant chair that once belonged to the newly swatted player. "It" must try to do all of this before the swatted player can get up, grab the swatter from the chair, and swat "It" in return. If "It" succeeds, the swatee becomes the next “It” person. If not, "It" must try again by swatting a new player.

As your group gets better at playing this game, make the circle bigger and add more swatters, which means there will be more people in the middle and more confusion for everyone!

# Killer Frisball

Form a circle, spacing people so there is enough room to roam in the middle, but not so much that players are able to remain in the center indefinitely. The object is to try to remain in the center of the circle while the others try to hit the player in the middle with a ball. The person must be hit below the neck. Use a lightweight ball because it is possible some kids may take hits to the face during this game. When hit, the two players exchange places. With small groups (about 10) one ball is enough, but use two or three balls or frisbees with larger groups for a fast-moving game.

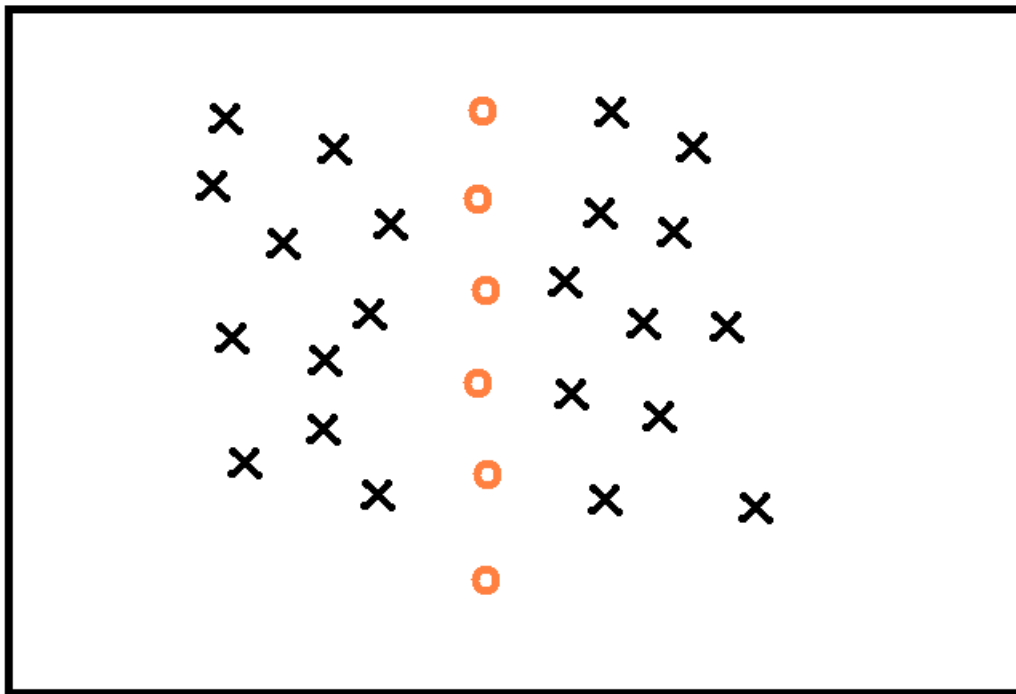
## Diagram for: Killer Frisball



# Messy Back Yard

For this Game you will need a lot of Paper (newspaper or colored construction paper or normal white paper; we have a lot of this available in the totes at church). Split the class into two different groups. Line up cones to divide the class in two. Give each group of kids an equal amount of paper. Then give the kids a minute to crumple up each paper into paper wads easy to throw. Once the teacher says 'go' the object of the game is to throw all of the paper wads on your teams side over onto the opposing teams turf [backyard]. The game ends when the teachers says 'stop' or when the music is stopped. The team with the least amount of trash in their yard at the end of the game wins. This game works great with some music pumping in the background.

## Diagram for: Messy Back Yard





# Poop Deck

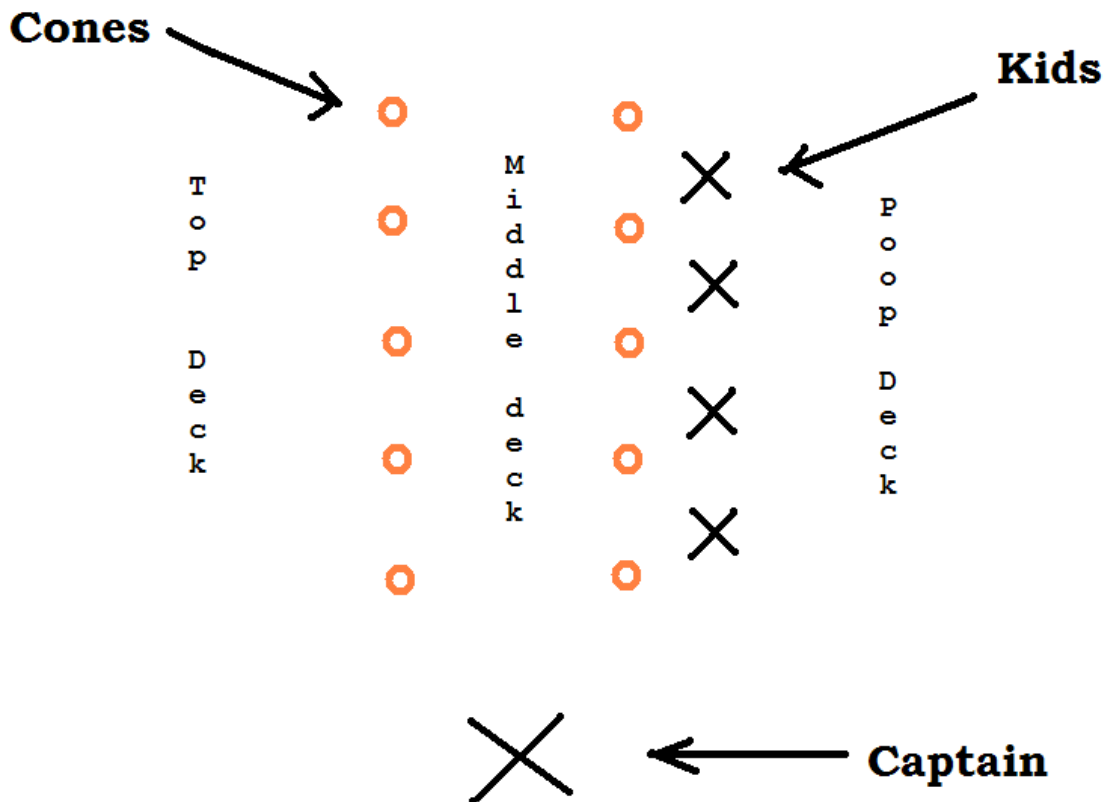
This is an Athey Creek classic. For this awesome game you need cones and kids. To set up the game you need to put the cones in two parallel lines about 4 ft apart as shown in the diagram. The object of the game is for the kids to keep up with the commands given by the captain of the ship (usually the teacher). The captain will call out for the sailors (the kids) to get to work on the three different decks; top deck, middle deck, and poop deck. When the captain shouts, “Top deck” the kids need to run to the top deck sector; if the captain shouts, “Poop deck” the kids need to run back to the poop deck sector. The object of the game for the kids is to never be the last person to reach the deck, or else he is out.

A key for the captain is to be very particular about the coned or taped lines. For instance if the kids are all on “poop deck”, and the captain plays a trick and shouts, “poop deck” if any of the kids step over into the middle deck then they are immediately out because they did not obey the commands given by the captains.

In addition, there is a 4<sup>th</sup> command the captain can make, and that is “Hit the Deck” when this is said, no matter where the kids are they have to immediately drop to the ground flat, the last person to hit the ground is usually out.

Finally, the game starts with all the kids in the middle deck. The game’s winner is determined by elimination; the last man standing is the best sailor, and wins a sweet prize.

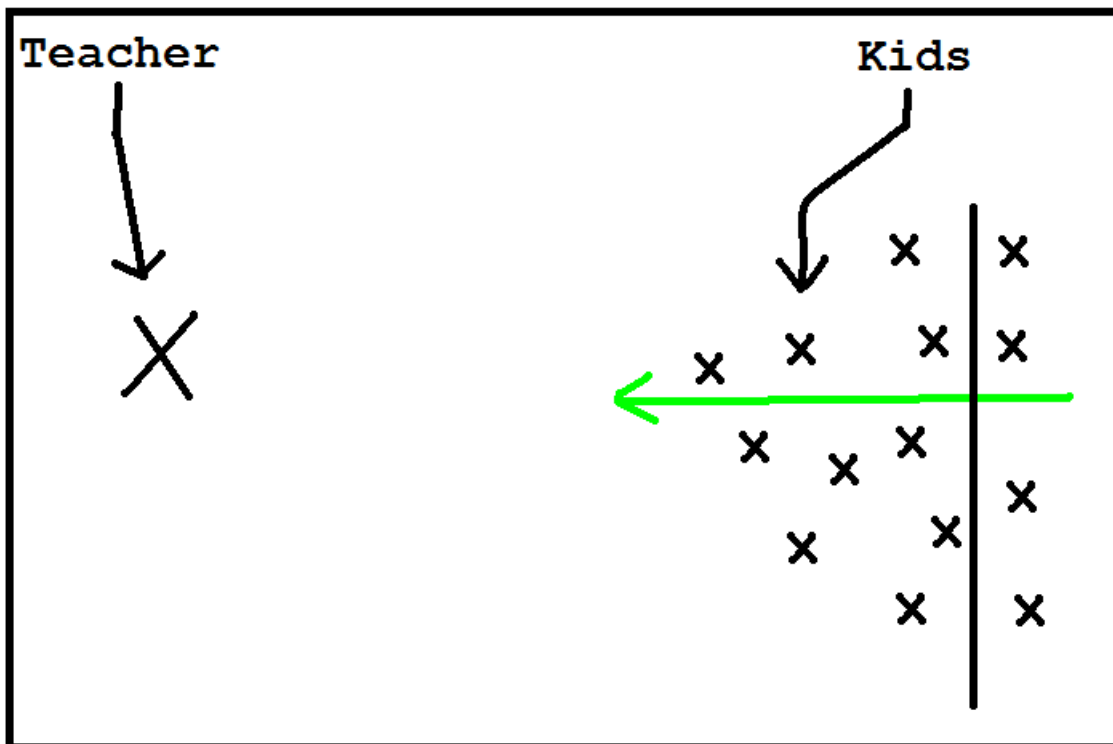
## Diagram



# Red Light, Green Light

This is another simple game. To play this game you have all the kids stand on the opposite end of the classroom as you. When you say “Green light” the kids can run towards you, when you say “red light” the kids have to stop. If a kid continues to move after “red light” has been called he must be sent back to the beginning line. The first kid to touch the teacher Wins and then gets to be the next caller.

Diagram for: Red Light,  
Green Light



# Simon Says

This game is good for the beginning of class to get the kids focused and excited for the events of the day. The teacher or “leader” begins the game by having all the kids stand in front of him/her. The leader gives instructions, but only those instructions preceded by "Simon Says" are to be followed. If someone fails to follow such an instruction or follows an instruction that is not preceded by "Simon Says" they must leave the game. The last person remaining in the game other than the leader is the winner and will become the new leader in the next game.

Simon Says is a game of strategy. Talking fast, starting and quickly stopping patterns of instructions or doing actions that are different from the instructions are ways in which the leader can make it harder for people to follow instructions.

# Freeze Tag

This is a very simple tag game that the kids love. Pick 2 people to be “it”, have everyone else spread out. The object for the 2 taggers is to freeze everyone. If a Kid gets tagged he must stay frozen in the position that he was tagged. In order to get back in the game somebody who is not a tagger needs to come over and tag you. Let the game be played for a few minutes, if the 2 “it” people are able to get everyone frozen they win. If they do not succeed in tagging everyone within a few minutes then everyone else wins. Pick new people and play again.

# Tunnel Tag

This Game is played the same as Freeze tag, except in order to get back in the game another player has to crawl between your feet while you are frozen. Once the person is has crawled through the tunnel you are back in.

# Amoeba tag

For this variation of tag, one person will begin as “it”. “It” will proceed to try and tag anyone else, as soon as he tags one person, that person will attach by locking arms with the original person. The 2 then will try and get more people to add to their amoeba. Only the outside hands can tag people. Eventually there will be only one kid left against a giant blob of kids who are all attached at the arms. That kid is the winner and will begin the next round (and win a huge prize).

# EBI Tag (Every Body’s It Tag)

For this tag game everyone is “it”. In order to get somebody else out you need to tag them before they tag you. If they get you first, you have to sit down. If there is any argument as to who tagged who first, both people have to sit down. The last kid standing wins a gigantic prize!