

Games Guide

Hopscotch – See Below for Game setup. The following board is drawn on a hard flat surface. Each player picks a stone and throws it. The stone lands in a block. The player hops on one foot from one square to the next. When two squares are next to each other the player can put both feet down. When the player reaches the end of the board, they turn around and come back.



Tag – One person is “it”. The other players run away. When the player who is “it” touches another player, that makes the person who is touched “it”. The original person who was “it” becomes a regular player, and is no longer “it”.

Freeze Tag – One person is “it”. The other players run away. When the person who is “it” touches another player, that player has to stay in their place. A third player, who is not frozen and is not “it”, has to come and tap the player who is frozen. The player who is tapped is no longer frozen. If you are frozen three times, you become it.

Hide and Seek – One person is the “Seeker”. This person counts to 50. While the Seeker is counting, the other players hide. The “Seeker” has to find the other players. The person who is found first becomes the next “Seeker”

* For an extra twist, once the players are found the “Seeker” has to run after each player and tag them.

Red Light/Green Light – One person stands against a wall. This person is the “Caller”. The other players stand ~50feet away. The “Caller” turns his back to the other players and says, “Red light, green light, one, two, three,” and then turns around. While the “Caller’s” back is turned the other players have to run as close as they can to the “Caller”. The person who gets to the “Caller” first becomes the next “Caller”.

Duck, Duck, Goose – all of the players sit in a circle. One person walks around and taps everyone on the head. As they tap each person, they say duck. When that person gets to the person they want to pick, they say “Goose”. The “goose” then gets up and runs after the person who tapped them. The person tapping has to sit in the “goose’s” seat before they are tagged. If the person tapping gets tagged, they have to sit in the middle, until they are replaced by someone else. The “goose” then becomes the next person to tap.

Cat and Mouse - The players should stand in a circle. Two people are chosen, one to be the cat and the other to be the mouse. The object of the game is for the mouse to catch the cat on the inside of the circle. This can be achieved because when the mouse runs in between two people, they will join hands and the cat can not pass through. This game can be repeated with a new cat and mouse.

Red Rover - There are two teams both of which form lines and grasp hands together. One team starts by saying "Red Rover, Red Rover, will (insert name) come over". The name called can be anyone from the opposite team.. That person called runs over and tries to break through the line. If he does get through, then he can take someone back over to his own team with him. If he doesn't break through he stays with the opposite team. Then the other team takes a turn at calling someone over.

Sardines - One player hides, all the rest of the players count to 100. Then they set out to find the hidden player. When one of the players finds the hidden player he secretly joins him, hiding from the rest of the group. This continues until all the players are hidden like a pack of little sardines. When the last hunter discovers the spot the game is over.

Bean Bag Toss – All of the players stand in a circle. Then one person throws a bean bag to the person next to him, or any one of the other players. After everyone has had the bean bag at least one time, all of the players take a step back. If someone does not catch the bean bag, they are out, and must leave the circle. As the circle gets wider, with fewer people, it becomes harder to throw and catch the bean bag. This game can be played with water balloons as well.

Balloons – blow up a balloon, throw it up in the air and hit it. The object is to try to keep it from touching the floor.

Capture the Flag - The field is divided into two parts by a well defined line. At the centre end of each side, an object is placed. A prison is marked off about 4 feet square in one corner. The players are in two teams, each scattered over its own side. The object of the game is to steal the opponents object without being caught. As soon as the player crosses the centre line he may be caught and put in prison. A player may be release from prison if one of his teammates can touch his hand. He may then come back to his own side without being tagged. The team that gets all the opponent's object and has all its members safely out of prison wins the game.

*the object can be a ball, a flag, or anything else available that is identifiable and will not be blown away

Belts – two ropes are placed about 12 inches apart from each other on the ground. Each player steps in between or over the two ropes. After each player takes their turn, the further belt is moved about a foot. The object of the game is not to take more than 3 steps in between the two ropes, no matter how far apart the ropes become. If a player takes more than 3 steps in between the ropes, or steps on one of the ropes, they are out.

Frisbee – tossing a Frisbee between two or more players can lead to endless amounts of fun and plenty of exercise running to catch the Frisbee.

*This game can also be played with a regular ball

Monkey-in-the-Middle – Two people stand apart and throw a ball back and forth. One or more players stand in between the two players throwing the ball. The players in the

middle try to catch the ball as it is thrown back and forth over their heads. The person who catches the ball from the middle replaces the person on the end who threw the ball.

500 – One person throws a ball to all of the other players. As the ball is airborne, the thrower calls a point value for the throw. The person who catches the ball is given the number of points assigned to that throw. Each player keeps track of their points. When one player has 500 points, he becomes the next thrower.

Kickball – This game is a team sport, similar to baseball. There are three bases, home plate, and a pitcher's mound. There are two teams. The pitcher of one team rolls the ball to the player on the other team. The player has to kick the ball and run from one base to the other, until he has made it around all of the bases, then he runs home. This may take several people kicking. A player can get out if they kick the ball and it is caught, if they are tagged with the ball as they are running the bases, or if they have 3 fouls. A foul is when the ball is kicked outside the baseline. The team with the most runs at the end of the game wins.

Elimination – One person throws the ball up and says, "Elimination." Everyone tries to get the ball. The person who does get the ball has to try to throw it at other players to get them out. If someone catches the ball of the thrower, they are also out. The person who is left at the end of the game wins.

King's Corner – Four squares are connected to each other. A standard "kickball" is used. Each player occupies one of the squares. The squares each have a rank order. The square with the highest rank is called the 'King'. The other squares sometimes have names, and sometimes don't. The #2 square may be called the 'Prime Minister', or the other three may be called the 'Queen', 'Prince', and 'Princess'. To start the game, the King serves the ball by bouncing it in his square once and then hitting it towards one of the other squares. The receiving player then hits the ball to any other player, and play continues until one of the following things occur:

- 1) A player hits the ball (or is hit BY the ball) before it bounces once in their square.
- 2) A player does not hit the ball before it bounces twice
- 3) A player hits the ball out of bounds (it must land in someone's square first)

Once a player is 'dead', they move back to the lowest ranking square. The other players then move up to fill the vacancies. If there are more players than squares, that person goes to the back of the line, and the person at the front of the line gets to move onto the lowest square and play.

Playing off of walls, poles, etc was not only legal but encouraged.

Ga-Ga – One person starts the game by dropping a ball and saying Ga, Ga, Ga. The person then hits the ball with the palm of their hand. As they hit the ball, they aim it to the legs of another player. If the other player gets hit they are out. Whoever has the ball attempts to use the ball to get other people out.

Running Bases – Two people stand a distance away from each other, each at a "base". The two people throw a ball back and forth. The other players attempt to run back and

forth between the two bases without getting hit. If a player is hit, they are out and no longer play.

Horse/Pig (aka knockout) – Players stand in a line in front of a basketball hoop. The first two players each have a basketball. They each attempt to make a basket in turn. If they do not make the basket, they continue to try until one of them makes it. If the first person makes the basket first, they pass the ball to the next person and continue to the back of the line. If the second person makes the basket first, the first person gets a letter (either “p” or “h”). Players may continue to play until they have spelled the word of whichever game they are playing.

Hacky Sac – Players stand in a circle and use their feet to pass the hacky sac back and forth and prevent it from touching the ground. If the hacky sac touches the ground, that player is out.

Tetherball – This game needs two players and a pole (approx 10') with a volleyball attached to the top by a string about 8' long. One player serves by throwing the ball in one direction. The other player, standing on the other side of the pole, tries to hit back the other direction. They then continue knocking it back and forth, each trying to keep it going their direction. Someone wins when the ball goes their way so far that the ball hit the pole and stops spinning.

Spud - You get a group of kids, (minimum 3, no max) and a ball (playground-type, red, or if you play with mean kids, a hard kickball-type). Determine who is "it" . "It" then counts to a predetermined number, usually 10, out loud. As he counts, the rest of the players scatter. When he reaches 10, they all freeze in their spot. Then "it" takes 4 giant steps towards the closest person (S-P-U-D) and throws the ball, trying to hit him or her. If "it" hits the person, the person gets a letter "S", if "it" misses, then "it" gets a letter. That person then becomes "it". The game continues until one person is SPUD (gets hit or misses 4 times). Eventually the game comes down to two people.

Wall Ball - The basic activity of the game is throwing the ball up against the wall, letting it bounce on the ground if you want, then catching it. You can throw it against the wall and catch it yourself, or let another team member catch it, or whatever.

The fun starts when one of two things happen: 1) if a person throws the ball and it touches the ground before hitting the wall or 2) a person fumbles or drops the ball in any way. This includes purposely throwing the ball at another player so that the ball hits them but they cannot catch it before the ball hits the ground.

When either of these things happen, the fumbler/bad thrower must run to the wall.

Meanwhile another player is trying to throw the ball so that it hits the wall before the fumbler can touch the wall.

If the fumbler can make it to the wall first, game play continues. If the ball gets there first, the fumbler has one strike, then game play continues. Some kids played that when a player gets three strikes, he is simply out of the game.

Steal the Bacon - two teams are chosen, and one umpire is selected. One object is required to be the bacon. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them. The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her. If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point. The game is over when a predetermined number of points are scored, or when all numbers have been called.