



**LET'S
LEAP**

**LET'S LEAP
GAMES BOOKLET**

SUPPORTING POSITIVE ACTIVE PLAY



This booklet has been designed to provide teachers, lunchtime supervisors, coaches and children with additional ideas for games and activities within a school, playground or club setting.

The games listed within this booklet have been broken into seven sections.

1.

Tag Games

2.

Group Games without Equipment

3.

4.

Skipping Games

5.

Parachute Games

6.

Gentle Games

7.

Quiet Games



TAG GAMES

Touch Wood

High Five

Pairs

Hold It!

Bouncy! Bouncy!

Words

End of the Wall

Caterpillar

In the Mud

Animal Tracks

Oranges

Shadows

Statues



TAG GAMES: TOUCH WOOD

One of you is the Chaser, and the others are the Chased. The Chaser has to try and catch one of you. If caught, YOU become the new Chaser. You cannot be caught if you are touching something made out of wood. You can change the game by touching things made from different materials.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: HIGH FIVE

One of you is the Chaser, and the others are the Chased. If you are caught by the Chaser you must stand still until set free by another player. To do this you must do a HIGH FIVE together. A HIGH FIVE is jumping in the air and smacking the open palms of your hands together. Before starting you must agree when to change the Chasers.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: PAIRS

One person starts off as the Chaser and the others are the Chased. The Chaser has to catch ONE other player. When someone is caught they both become the Chasers. The 2 Chasers must hold on to each other until they have caught a new player. When this happens, the one who has been the Chaser longest becomes one of the Chased. The 2 new Chasers hold on to each other until the next person is caught, and so on.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: HOLD IT

One person is the Chaser and the rest are the Chased. The Chaser has to try and catch one of the Chased by touching them somewhere on their body. That player then becomes the Chaser but must keep one hand on the part of their body where they were touched until they have caught someone else. You must agree on any parts of the body that CANNOT be touched before you start playing the game.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: BOUNCY! BOUNCY!

One person is the Chaser, one player is the Bouncer and the rest are the Chased. The Chaser tries to catch the Chased. The Chaser have to jump up and down on the spot if caught. You must keep jumping until set free by the Bouncer who must jump up and down in front of you 3 times. The Bouncer cannot start until 3 people have been caught by the Chaser. Agree before starting when to change the Chaser and the Bouncer.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: WORDS

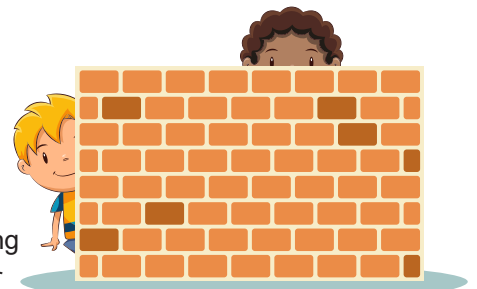
One person is the Letter Getter and the rest are the Letters. The Letter Getter is trying to make a 3-letter word out of the first letter of people's names. The Letter Getter must catch the Letters. If caught, Letters must stand at the side of the playing area until the Letter Getter can make a word. The last Letter caught becomes the new Letter Getter.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: END OF THE WALL

One player is the Builder, one player is the Brick and the rest are the Wall. The Wall players stand in 2 lines facing each other across the playing area. The Builder and the Brick stand at opposite ends of the 2 walls. The Brick has to get to the far end of the wall opposite without being caught by the Builder. If the Brick does it, the person at the other end of that wall becomes the new Brick and must try to do the same thing. If the Brick gets caught by the Builder, they become the new Builder. The old Builder can join the either end of either wall. The player at the opposite end of that wall becomes the new Brick.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: CATERPILLER

One player is the Caterpillar, and the rest are Lettuces. The Caterpillar must run with hands on head wiggling fingers like antennae and chase the Lettuces. The first Lettuce to be caught becomes part of the Caterpillar by holding the first Caterpillar round the waist until they have caught another 2 Lettuces. The last Lettuce to be caught starts a new Caterpillar and the other Caterpillars become Lettuces.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: IN THE MUD

Equipment: small soft ball each

All players need a small soft ball. One player is the Chaser and the others are the Chased. The Chaser tries to catch the others by touching them with his / her ball (which must be in their hand when they do). When caught the player must stand still, stuck in the mud, with legs apart. They are freed by another player rolling their ball between the player's legs. You must agree before you start, when to change Chaser.

EQUIPMENT: N/A
PLAYER: TEAM



TAG GAMES: ANIMAL TRACKS

One person is the Hunter, the rest are Animals. The different animals people can be are: Gorilla, Parrot, Elephant and Goldfish. Sort out who is going to be which animal. The animals stand at one side of the playing area, with the Hunter facing them. The Hunter calls out one of the animals. They then have to try and get across the playing area without being caught by the Hunter, who can only hop or jump. The Animals must move like the animal they are supposed to be. The last Animal to be caught becomes the new Hunter.

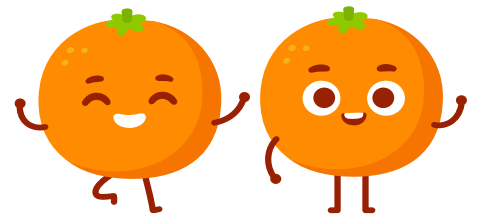
EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: ORANGES

One person is the Shopper and the rest are the Oranges. Everyone starts by touching the Shopper with a finger. The Shopper says: 'I went to the shop and I bought some....' He / she then calls out different foods. When the Shopper says ORANGES, the Oranges must run away. The Shopper has to catch one of them. That person becomes the new Shopper.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: SHADOWS

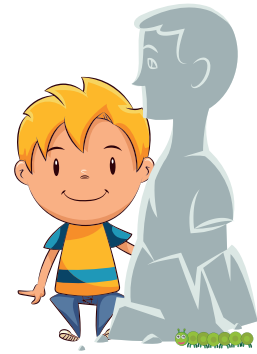
One person is the Chaser and the others are the Chased. When the Chaser catches a player, you must stand still until another Chaser stands on your shadow. You must agree before starting, how and when you are going to change Chasers.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: STATUES

One player is the Maker, one player is the Breaker and the rest are Statues. The Statues stand around the playing area. They cannot move until set free by the Breaker. The Breaker runs round touching each Statue to set them free. The Statues have to try and stay free by not being touched by the Maker. If caught by the Maker, Statues must freeze again. Agree before starting when to change the Maker and Breaker.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



GROUP GAMES WITHOUT EQUIPMENT

Sharks

What Time is It

Duck! Duck! Goose!

Copy Cat

Stinky Winker!

Odds and Evens

Peep behind the Curtain

Fruit Salad

Pack of Cards

Letters

Cat and Mouse

Fox and Geese

May I?



TAG GAMES: DUCK! DUCK! GOOSE!

Everyone stands in a circle.

One player stands outside the circle. That player is the Duck. The Duck walks round the circle tapping each player on the shoulder saying 'Duck'. When the Duck taps someone and says 'Goose', that player has to chase the Duck round the outside of the circle. If the Duck gets to the Goose's place without being caught, the Goose becomes the new Duck.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: COPY CAT

One player is Detective Dog. All the other players stand or sit in a circle. Detective Dog waits outside the circle with eyes closed. The rest of you silently choose the Copy Cat. He/she silently starts everyone doing an action. When they are doing it, the Detective Dog comes into the circle. The Copy Cat has to change the actions people are doing, without the Detective Dog guessing who he/she is. When the Detective Dog guesses correctly, the Copy Cat becomes the new Detective Dog.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: STINKY WINKER

The group stands in a circle.

One person stands outside with his / her eyes closed. That player is the Stinkstagator. The group silently pick someone to be the Stinky Winker. The Stinkstagator stands in the middle. The Stinky Winker, winks at another player who falls to the ground. The Stinkstagator has to try and guess who the Stinky Winker is. When the Stinkstagator is right, the Stinky Winker becomes the new Stinkstagator.

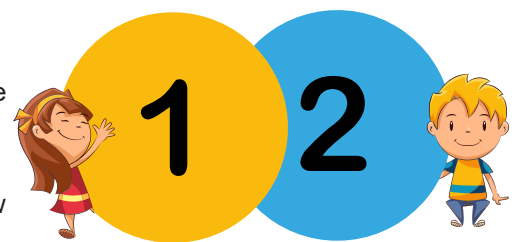
EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: ODDS AND EVEN

One person is the Big Number. He/she stands facing the rest of the players. They are the Odds and Evens. The Odds and Evens stand side-by-side in a line facing the Big Number. The Odds and Evens give each other a number to be. The Big Number shouts out ODD or EVEN. If ODD is shouted, all the Odds must run round the Big Number. The last one back becomes the new Big Number, and everyone gets a new number to be.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: PEEP BEHIND THE CURTAIN

One player is the Peeper.

The Peeper stands with his/her back to the rest of the players. They stand in a line facing him/her. The players try to move forward so that they can touch the Peeper without being seen. The Peeper can turn round at any time. If he/she sees anyone moving, that player has to go back to the start. When someone touches the Peeper, everyone (including the Peeper) runs back to the start line. The last one back becomes the new Peeper.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: FRUIT SALAD

Everyone makes a big circle. The group picks the names of 5 fruits. Each player is given the name of one of those fruits. One person stands in the middle of the circle. He/she shouts out one or two of the fruits. All those people have to run across the circle to a new place. The person in the middle also has to try and get into the circle. The person without a place when everyone has got back into the circle, stands in the middle and picks the next fruits to move. You can also do this as animals – moving and making the sounds of the animals chosen.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: PACK OF CARDS

Stand in a big circle, with one person in the middle.

That person is the Joker. Decide which way round the circle you are going to go. The Joker starts doing an action. He/she points to someone in the circle. That person shouts out Ace and copies the action. The person to the side of them shouts out King and copies the action. Keep going round the circle until you get down to Two. That person swaps places with the Joker and starts a new action.

EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: LETTERS

One player (the Capital Letter) stands facing the others who are side-by-side in a line.

The Capital Letter calls out letters of the alphabet. If a player has that letter in their name jump or step or hop forward. The Capital Letter keeps calling out letters until one player gets close enough to touch him/her. When a player touches the Capital Letter everyone (including the Capital Letter) runs back to the start. The last one back becomes the new Capital Letter.

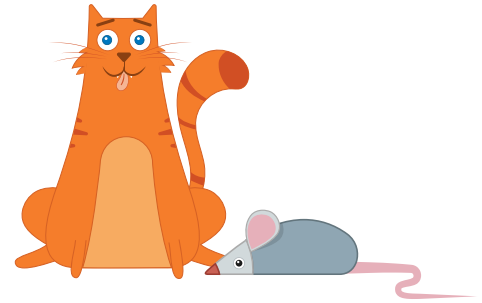
EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP





TAG GAMES: CAT AND MOUSE

Everyone makes a circle by linking hands. Make sure there is a space between people in the circle. One person stands in the middle. He/she is the Mouse. One person stands outside the circle. He/she is the Cat. The Cat and Mouse try to catch each other. The Cat has to touch the Mouse by reaching inside the circle to win. The Mouse has to touch the Cat by reaching outside the circle to win. When one person has won, choose two more people to be Cat and Mouse,



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: END OF THE WALL

One player is the Fox and the rest are Geese. The Geese make a line standing one behind the other, holding the person in front round the waist. The Fox has to try and touch the last goose in the line. The line of geese must move about to keep the last goose safe, without letting go of each other. If the Fox gets the goose, the Fox becomes the first goose in the line and the caught goose becomes the Fox.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: MAY I?

One person stands facing the rest of the players across the playing area. He/she is Top Mover. The Top Mover is blindfolded. Players take it in turns as Top Mover. Top Mover, tells each player in turn how to move, for example: one big stride forward or three baby steps back. If the Top Mover sends a player over the starting line at any time, he/she is out and someone else becomes Top Mover. If anyone manages to touch the Top Mover. He/she wins and a new game starts.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



GROUP GAMES WITH EQUIPMENT

Bounce Ball

Stoop Ball

Leg Goals

Over and Under

Compass

Guess Who

Clock It!

Running Time

The Giant's Golden Egg

Hoop La!

Action Dice

Circle Dice

Spin the Hoop

TAG GAMES: BOUNCE BALL

Each put a ball into a sock. Hold onto the open end of the sock and bounce the ball off the wall in different ways as many times as possible. The 'winner' is the one who can do each type of bouncing the most times.



EQUIPMENT: RUBBER BALLS, SOCKS AND WALL
PLAYER: GROUP

TAG GAMES: LEG GOALS

Everyone stands in a circle, feet touching and legs wide apart. The aim of the game is to score a goal by hitting the ball through someone else's legs. You can only hit the ball with the flat of your hand. You can also stop the ball going through your legs with the flat of your hand.



EQUIPMENT: LARGE SOFT BALL
PLAYER: GROUP

TAG GAMES: OVER AND UNDER

Equipment: Ball or bean bag

Stand in a circle. The aim of the game is to pass the bean bag or ball from person to person as fast as you can. The first person has to pass the ball or bean bag backwards over their head, the next person passes it between their legs, and so on until it has gone round the group.



EQUIPMENT: BALL OR BEAN BAG
PLAYER: GROUP

TAG GAMES: COMPASS

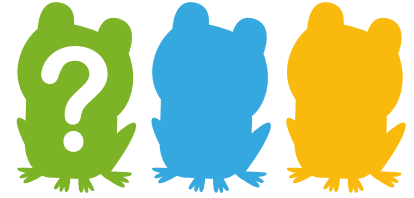
All stand on a compass point. One person starts and shakes the dice. Move clockwise round the compass, that number of points. If someone is on the compass point you reach, they shake the dice and move round, and you take their place. Keep going until everyone is back where they started.



EQUIPMENT: COMPASS MARKINGS AND DICE
PLAYER: TEAM

TAG GAMES: GUESS WHO

One person is the Detective, the rest are the Suspects. The Suspects stand side-by-side in a line facing the detective who is a few steps away from them. The Detective has the ball. He/she stands with his/her back to everyone. The Detective throws the ball over his/her head and someone has to try and catch it. The Suspects then all have to pretend that they are hiding the ball behind their backs. The detective has to guess who has got it. When they get it right, the person with the ball becomes the Detective.



EQUIPMENT: SMALL SOFT BALL
PLAYER: GROUP

TAG GAMES: CLOCK IT

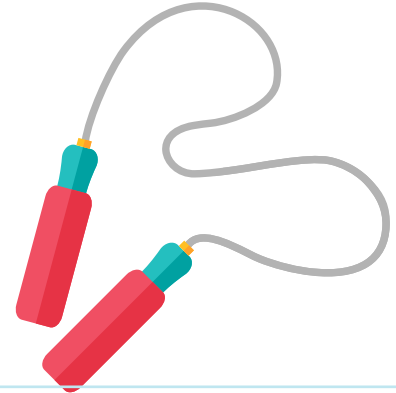
Everyone stands on a number on the clock face, with one person in the middle. The middle person shouts out a time and everyone has to make two lines to show that time. People standing on even numbers make the minute hand and people standing on odd numbers make the hour hand. Take it in turns to stand in the middle and shout out a time.



EQUIPMENT: A LARGE CLOCK FACE ON THE GROUND
PLAYER: TEAM

TAG GAMES: RUNNING TIME

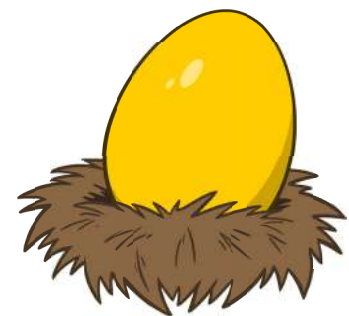
The two ropes are the hands of the clock. Everyone on stands on a number of the clock face, with three people in the middle making 12 o'clock with the ropes. Someone shouts out a time and the people with the ropes have to run round the clock face the number of times the hour and minute hand would go round until the ropes show the time called out. Take it in turns to make the time.



EQUIPMENT: A LARGE CLOCK FACE ON THE GROUND TWO SKIPPING ROPES
PLAYER: TEAM

TAG GAMES: THE GIANT'S GOLDEN EGG

One person is the Giant and the ball is the Golden Egg. The other players stand in a line facing the giant. The players shout out: 'Fe, Fi, Fo, Fum'. On 'Fum' the Giant shouts out an action that everyone must do. Say the rhyme again whilst doing the action. Keep doing this until the Giant shouts 'Hungry'. The Giant then roles the Golden Egg at the players. Whoever gets hit by the ball becomes the new giant.



EQUIPMENT: LARGE SOFT BALL
PLAYER: TEAM



TAG GAMES: HOOP LA!

This is a game for small groups – 3 or 4 people. All stand inside the hoop. Make sure the hoop is at tummy height. Work as a group to keep the ball in the air by hitting it with your hands.

EQUIPMENT: SMALL HOOPS AND A LARGE SOFT BALL
PLAYER: GROUP



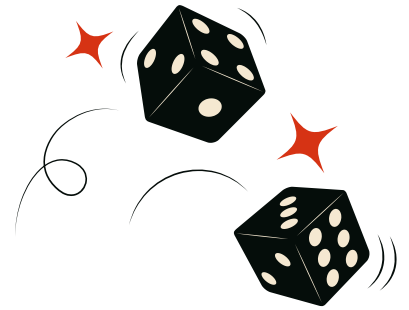
TAG GAMES: ACTION DICE

Stand in a circle. Take it in turns to role the dice. Each number on the dice has an action that you must all do until the dice is rolled again:

- | | |
|-----------------------|---------------------------------|
| 1 Jumping | 4 Star jumps |
| 2 Running on the spot | 5 Clapping |
| 3 Hopping | 6 Shaking hands with each other |

You can think of your own actions for each number.

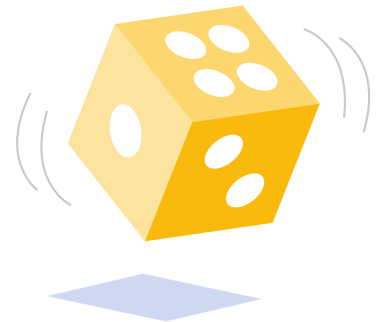
EQUIPMENT: LARGE DICE
PLAYER: GROUP



TAG GAMES: CIRCLE DICE

Stand in a big circle. One person rolls the dice and runs or jumps that number of people round the circle. The person in the place they reach rolls the dice and moves that number of places anti-clockwise. Keep going, clockwise and then anti-clockwise until everyone is back where they started.

EQUIPMENT: LARGE DICE
PLAYER: GROUP



TAG GAMES: SPIN THE HOOP

Stand in a circle. One person is the Spinner. The Spinner stands in the middle of the circle and spins the hoop. He/she shouts out an action which everyone must do until the hoop hits the floor. Take it in turns to be the Spinner.

EQUIPMENT: A LARGE HOOP
PLAYER: GROUP



SKIPPING GAMES

Moon and Stars

Face to Face

Sides

Synchro Skip

Snakes

Legs

Keep the Kettle Boiling

Line Up

On the Spot

On the Move

Round the Clock

Over the Line

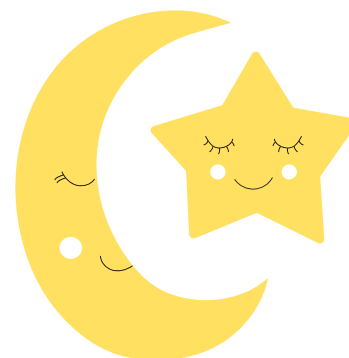
Cross Over



TAG GAMES: MOON AND STARS

The people turning the rope need to make it go round in big loops. When it is high the others run in from the side and go under it without the rope catching them. When it is low (on the ground) the others have to run in from the side and jump over it.

EQUIPMENT: SKIPPING ROPE
PLAYER: SMALL GROUP



TAG GAMES: FACE TO FACE

Stand facing each other. One person holds the skipping rope. You have to skip together

EQUIPMENT: SKIPPING ROPE
PLAYER: PAIRS



TAG GAMES: SIDES

Stand side-by-side in a line and skip together using one skipping rope.

EQUIPMENT: SKIPPING ROPE
PLAYER: PAIRS OR THREE PEOPLE



TAG GAMES: SYNCHRO SKIP

Skipping together with one rope making up different moves – on the spot and round the playground.

EQUIPMENT: SKIPPING ROPE
PLAYER: PAIRS



TAG GAMES: SNAKES

The two people holding the skipping rope make it go up and down and side to side in waves, or like a snake. The others have to jump over, and along it from side to side.



EQUIPMENT: SKIPPING ROPE
PLAYER: GROUP

TAG GAMES: LEGS

One person holds the skipping rope and swings it round in a big circle close to the ground. The others playing, have to jump over it as it gets to them. You can try to get the rope higher each time round.



EQUIPMENT: SKIPPING ROPE
PLAYER: PAIRS OR GROUPS

TAG GAMES: KEEP THE KETTLE BOILING

Two people turn the rope in big loops. One of the others in the groups stand by the rope and jumps over it as it goes round. Another player joins them and they jump over the rope together. When another person comes into the line the first jumper leaves it. Try to keep the rope and the line going without stopping.



EQUIPMENT: SKIPPING ROPE
PLAYER: GROUP

TAG GAMES: LINE UP

The people skipping stand one behind the other in a line along the rope and skip together. Think of rhymes to chant as you are jumping. When the person at one end of the line shouts 'Turn' everyone has to turn round and face the other way without stopping jumping. When the person at the other end of the line shouts 'Change', he/she must run to the other end of the line, and everyone moves up – without stopping.



EQUIPMENT: SKIPPING ROPE
PLAYER: GROUP

TAG GAMES: ON THE SPOT

Think of all the different ways you can skip on the spot – put in turns, hops and different types of jumping.

EQUIPMENT: SKIPPING ROPE
PLAYER: INDIVIDUAL



TAG GAMES: ON THE MOVE

Skip around the playground in as many different ways as you can.

EQUIPMENT: SKIPPING ROPE
PLAYER: INDIVIDUAL



TAG GAMES: ROUND THE CLOCK

One person stands in the middle with the skipping rope. The rest of the players stand in a circle. The person with the rope then goes round the circle skipping with each person in turns. How many different ways can you skip with people? Take it in turns to be in the middle.

EQUIPMENT: SKIPPING ROPE
PLAYER: GROUP



TAG GAMES: OVER THE LINE

Skipping on the spot, feet together, jumping side to side across an imaginary line drawn on the playground.

EQUIPMENT: SKIPPING ROPE
PLAYER: INDIVIDUAL



TAG GAMES: CROSS OVER

Skipping on the spot, crossing and uncrossing your arms as you skip.

EQUIPMENT: SKIPPING ROPE
PLAYER: INDIVIDUAL



PARACHUTE GAMES

Cat and Mouse

Criss Cross

Mushroom

Deliver the Parcel

Greetings!

Roulette

Toad in the Hole

Colour Goals

Bounce It

Float and Clap

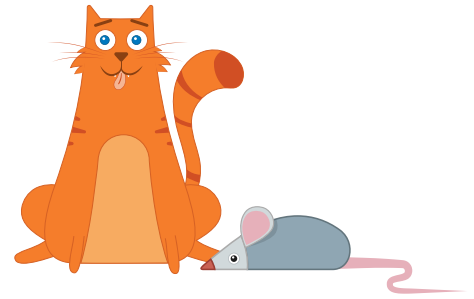
Balloon

Pop Corn



TAG GAMES: CAT AND MOUSE

Sit on the ground holding the parachute. One person has to be the Cat and one the Mouse. The Mouse goes under the parachute and the Cat on top. The Cat puts a blindfold on. Make the parachute move up and down a lot. The Cat has to try and grab the Mouse through the parachute.



EQUIPMENT: BLINDFOLD AND PARACHUTE
PLAYER: TEAM

TAG GAMES: CRISS CROSS

Everyone holds a different colour of the parachute. One person is the leader. Move the parachute up and down. When the leader calls out a colour, all the people holding it have to run underneath and swap places with each other.



EQUIPMENT: PARACHUTE
PLAYER: GROUP

TAG GAMES: MUSHROOM

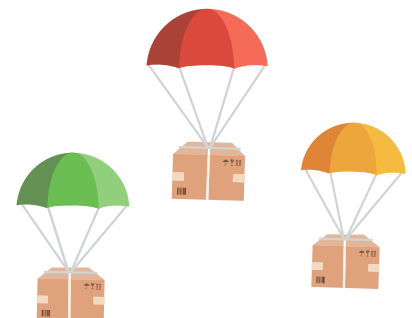
Everyone sits round the edge of the parachute, facing out, holding it above their heads. Everyone slowly moves inwards until they can bring the parachute onto the floor in front of them and then sit on it. Keep moving in towards the middle to get the 'mushroom' as small as you can.



EQUIPMENT: PARACHUTE
PLAYER: GROUP

TAG GAMES: DELIVER THE PARCEL

Start with the ball in the middle of the parachute. Pick one person as the starting point. You have to 'deliver' the ball to them and then everyone else by moving the parachute together.



EQUIPMENT: LARGE SOFT BALLS AND PARACHUTE
PLAYER: GROUP

TAG GAMES: GREETINGS!

Everyone has a number. Pick someone to be the Number Cruncher. Move the parachute up and down. The Number Cruncher picks out two numbers. Those people have to run under the parachute when it is high, shake hands and get back to their places before it comes down on them.

EQUIPMENT: PARACHUTE
PLAYER: TEAM



TAG GAMES: ROULETTE

Start with the ball in the middle of the parachute. The aim of the game is to get the ball going round the edge of the parachute without it falling off.

EQUIPMENT: LARGE SOFT BALL AND PARACHUTE
PLAYER: GROUP



TAG GAMES: TOAD IN THE HOLE

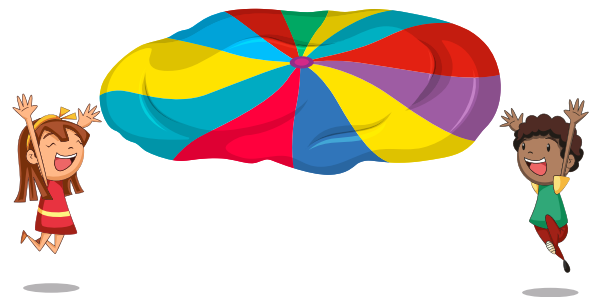
One person starts with the frog in front of them on the parachute. The aim of the game is to make the frog 'jump' into the middle by flicking the parachute up and down. When it has got to the middle, send it to someone on the edge.

EQUIPMENT: FLOPPY SOFT FROG AND PARACHUTE
PLAYER: GROUP



TAG GAMES: COLOUR GOALS

Split into two teams. You cannot have more than 2 team members standing side-by-side. Each team picks a colour on the parachute. The aim of the game is to get the ball onto your chosen colour and then flick it off the parachute. If you do that you have scored a goal.



EQUIPMENT: LARGE SOFT BALL AND PARACHUTE
PLAYER: GROUP

TAG GAMES: BOUNCE IT

Working as a group, how many times can you bounce the ball into the air before it comes off the parachute?

EQUIPMENT: LARGE SOFT BALL AND PARCHUTE
PLAYER: GROUP



TAG GAMES: FLOAT AND CLAP

Move the parachute up and down.
One person is the Shouter. When the Shouter calls out 'UP' everyone gets the parachute as high as they can. When it is high, you all let go and have to clap 5 times before catching it again.

EQUIPMENT: PARACHUTE
PLAYER: GROUP



TAG GAMES: BALLOON

Move the parachute up and down.
Pick on person to shout. When he/she shouts 'BALLOON' get the parachute as high as you can without letting go, and all move into the middle as tight as you can to make the parachute into a big balloon shape.

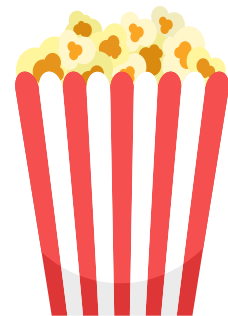
EQUIPMENT: PARACHUTE
PLAYER: GROUP



TAG GAMES: POP CORN

Equipment: A few small soft balls
Put all the balls onto the parachute. Choose one person to be Pop Boss. When the Pop Boss shouts 'POPCORN' flick the parachute so that the balls go into the air.
Catch as many as you can on the parachute.

EQUIPMENT: LARGE SOFT BALL AND PARACHUTE
PLAYER: GROUP



GENTLE GAMES

Whips and Tops

Marbles

Hop Scotch

Bounce Hoop

Targets

Hot Potato

Mulberry Bush

Skittles

Follow My Leader

Line, Say, Catch

Mirror, Mirror

Pullover



TAG GAMES: WHIPS AND TOPS

Wrap the string on whip round the top. Flick the whip to start the top spinning. Try to keep the top spinning with the whip.



EQUIPMENT: WHIPS AND TOPS
PLAYER: GROUPS

TAG GAMES: MARBLES

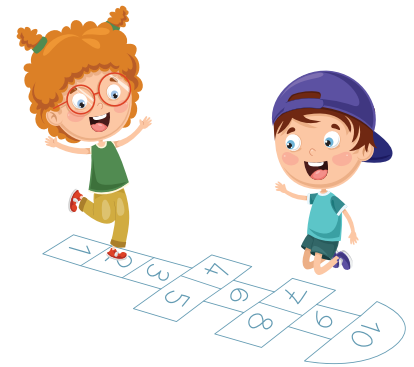
Draw a small circle on the playground with the chalk. You scatter your marbles round it. You are trying to get all the marbles into the circle. You can either: Flick each marble with your finger until you get it in OR Use one marble as a hitter where you flick that against other marbles to hit them into the circle.



EQUIPMENT: MARBLES AND CHALK
PLAYER: GROUP OR ON YOUR OWN

TAG GAMES: HOP SCOTCH

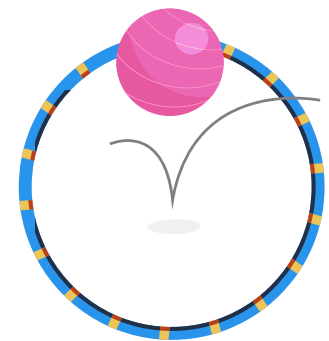
The first player throws the bean bag or pebble onto the number 1 square. He/she then hops and jumps up the markings by putting one foot down where there is one square, and both feet down where there are two squares. When you get to the top, turn round and hop and jump back to the start. You then have to throw the bean bag or pebble onto the number 2 square and hop / jump up and down the markings. If you miss the square when you throw the bean bag, another player has a go.



EQUIPMENT: BEAN BAG OR PEBBLE AND HOP SCOTCH MARKINGS
PLAYER: GROUP OR ON YOUR OWN

TAG GAMES: BOUNCE HOOP

One of you holds the hoop. The others stand facing each other across the hoop. You try to bounce the ball to each other through the hoop. The person holding the hoop can hold it in different ways to make it easier or harder to bounce the ball through it. If one of the others misses the hoop, it is his/her turn to hold it.



EQUIPMENT: BOUNCY BALL AND A HOOP
PLAYER: THREE PEOPLE

TAG GAMES: TARGET

Each person has a bean bag. Give each part of the target a different score and decide on a winning amount. You throw the bean bags in turn at the target. You get the score for whatever part of the target you land on. Add your scores up every time you have a go. The first person to reach the winning number is the winner. If you miss the target you lose all your scores and have to start again!



EQUIPMENT: TARGET MARKINGS AND BEAN BAGS
PLAYER: GROUPS

TAG GAMES: HOT POTATO

Stand in a circle with one person in the middle. The rest of you have to throw the ball or bean bag to each other across the circle without the one in the middle catching it. If the person in the middle does get the bean bag or ball, he/she swaps places with the person who threw it.



EQUIPMENT: BEAN BAG OR SMALL BALL
PLAYER: GROUPS

TAG GAMES: MULBERRY BUSH

Everyone stands in a circle and sings: Here we go round the mulberry bush, the mulberry bush, the mulberry bush. Here we go round the mulberry bush on a cold and frosty morning. As you are singing, pass the ball or bean bag round the circle. Whoever has it at the end of the song, chooses an action that everyone must do. You all have to do that action, whilst passing the ball or bean bag round and singing. For example: This is the way we clean our teeth, OR this is the way we jump up and down.



EQUIPMENT: BEANBAG OR BALL
PLAYER: GROUP

TAG GAMES: SKITTLES

One person in the group is the Bowler and the rest of you are the Skittles. The Skittles stand in the group and the Bowler stands a few steps away from them. The Bowler rolls the ball along the ground and tries to hit the people who are Skittles. If you get hit by the ball, stand out of the way. The Bowler has 3 goes at hitting as many Skittles as he/she can. Someone else then has a go at being the Bowler. The one who hits the most skittles is the winner.



EQUIPMENT: LARGE SOFT BALL
PLAYER: GROUP

TAG GAMES: FOLLOW THE LEADER

Everyone stands in a line, one behind another. The first person in the line is the Leader. The Leader leads the group around the play area, doing different movements. Everyone has to copy the way he/she moves.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: LINE, SAY, CATCH

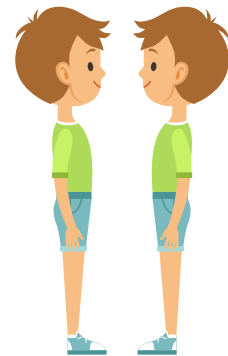
Everyone stands in a line side by side. One person starts with the ball or beanbag. He/she turns and throws it to the next person. As he/she throws the ball, they must say a word beginning with the letter A. The next person must say a word beginning with B and so on until you get to the letter Z. Keep throwing the ball or beanbag up and down the line until you get to the letter Z. The next person starts again with A.



EQUIPMENT: SMALL BALL OR BEANBAG
PLAYER: GROUP

TAG GAMES: MIRROR, MIRROR

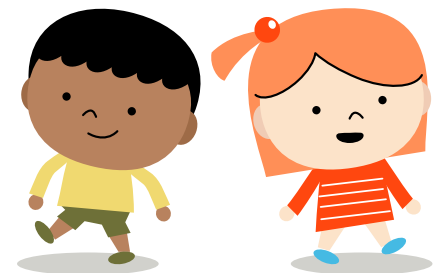
Stand facing each other. Imagine you are both looking into a mirror. You have to move in the same way so that is just like each of you looking at your reflection.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: PAIRS

TAG GAMES: PULLOVER

Stand back to back. Bend over and grab your partner's hands between your legs. Try to pull each other over. You can also try walking three steps each way like that.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: PAIRS



QUIET GAMES

Ring on a String

Cat's Cradle

Pass the Clap

Spider's Web

Noughts and Crosses

I Spy

Dice Alphabet

Mime

Beetle Word

Clapping Rhyme

Treasure Hunt

Name Links

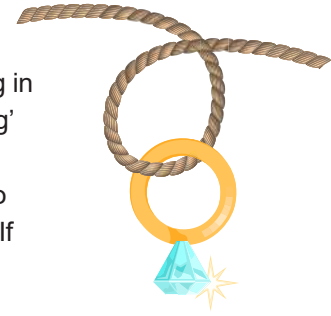
Make 21



TAG GAMES: RING ON A STRING

One person stands in the middle and everyone else stands in a big circle holding the string in front of you. The middle person closes his/her eyes. The rest of you chant 'Ring on a String' 5 times. As you do so, move your hands from side to side, to move the ring from person to person. After 5 chants, the middle person can open his/her eyes. He/she has to guess who has got the ring in their hands. If they get right, they swap with the person holding the ring. If they guess the wrong person, keep moving it round until they guess the right person.

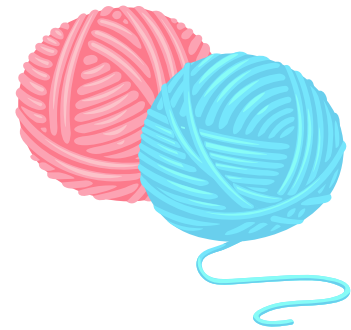
EQUIPMENT: A VERY LONG PIECE OF STRING TIED IN A LOOP THREADED THROUGH A SMALL RING
PLAYER: GROUPS



TAG GAMES: CAT'S CARDLE

The string or wool is looped over your fingers and passed between you to make different patterns.

EQUIPMENT: STRING AND WOOL
PLAYER: PAIRS



TAG GAMES: PASS THE CLAP

Stand in a circle. One person starts a clapping pattern. He/she shows it to the next person who has to copy it and pass it to the next person. Keep clapping when you have passed it on. When everyone is clapping, the second person to go, starts a new clap and passes it round the circle.

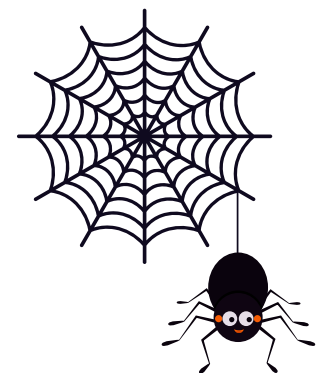
EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP



TAG GAMES: SPIDER'S WEB

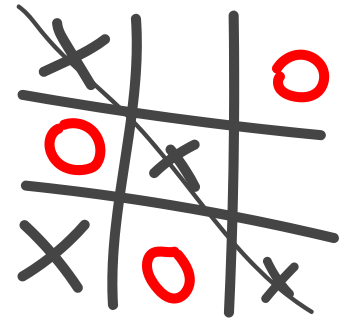
Stand in a circle. One person starts with the wool. He/she throws it to someone across the circle, keeping hold of one end. The person catching it, holds the wool, but throws the rest of the ball of wool to someone else across the circle. Keep going until everyone is holding the wool and you have made a spider's web between you.

EQUIPMENT: WOOL
PLAYER: GROUP



TAG GAMES: NOUGHTS AND CROSSES

Get into 2 teams. One team has the noughts cards, one team has the crosses cards. Draw a grid of 9 squares on the playground. Each team takes it in turn to put one person on the grid. The first team to make a straight line of three (either noughts or crosses) wins the game.



EQUIPMENT: NOUGHT CARDS AND CROSSES CARDS
PLAYER: 2 TEAMS

TAG GAMES: I SPY

One person picks something that can be seen in the play area. He/she says: 'I spy, with my little eye, something beginning with..' and then says the first letter of what he/she is looking at. The rest of the group have to try and guess what it is. The first to guess correctly has the next go.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: DICE ALPHABET

Sit in a circle. One person rolls the dice. He/she then has to think of that many words beginning with the letter A. The next person rolls the dice and has to think of that number of words beginning with B. Keep going until you get to Z.



EQUIPMENT: DICE
PLAYER: GROUP

TAG GAMES: MIME

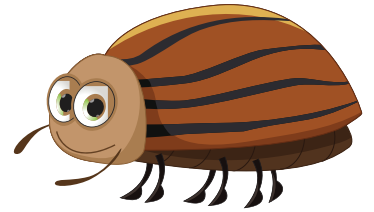
Agree the sort of things you are going to mime. It might be jobs, sports, films etc. One person stands in front of everyone else. He/she mimes something from the sort of things you have chosen. The rest of you have to guess what it is. The first to guess correctly does the next mime.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: GROUP

TAG GAMES: BEETLE WORD

One person is the Thinker. He/she picks a word but tell the others. He/she draws dashes on the paper - one for each letter of the word. The other players have to guess the word by calling out letters. If the letter is in the word, it is written in the correct place on the dashes. If the letter is not in the word, the Thinker draws part of a beetle. If the beetle is completed before the word is guessed, the Thinker has another go. The first person to guess the word is the next Thinker. The Beetle has: body, head, tail, 2 eyes, 2 antennae, 6 legs.



EQUIPMENT: PAPER AND PENCIL
PLAYER: GROUP

TAG GAMES: CLAPPING RHYME

Chant a rhyme you know.
As you chant it, clap hands with your partner in different ways.



EQUIPMENT: NO EQUIPMENT NEEDED
PLAYER: PAIRS

TAG GAMES: TREASURE HUNT

Think of a colour or shape.
How many things can you find to fit that colour or shape? Keep a tally.



EQUIPMENT: PENCIL AND PAPER
PLAYER: GROUP

TAG GAMES: NAME LINKS

Sit or stand in a circle. The person with the ball thinks of a name.
Pass the ball round the circle, with each person calling out the letters of the name as they get it. The last person has to think of a new name starting with the last letter of the other name.

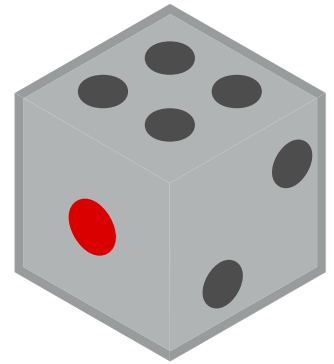


EQUIPMENT: SMALL BALL
PLAYER: GROUP



TAG GAMES: MAKE 21

Take it in turns to roll the dice. You are trying to reach the number 21. Keep adding up your score every time you roll the dice. If you go over 21 you are out of the game. You can stop at any number under 21. The winner is the person who gets closest to 21.



EQUIPMENT: DICE
PLAYER: GROUP



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