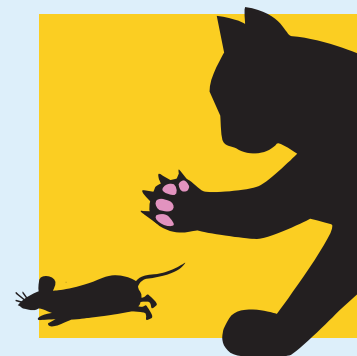


Cat and Mouse



1. Hold hands to make a circle.
2. Choose a cat (sixth person to the left!)
3. Choose a mouse (sixth person to the right!)
4. All keep holding hands.
5. All try to stop the cat getting into the circle to catch the mouse.
6. If cat goes into the circle let the mouse out as quickly as possible.
7. Now try to keep the cat inside the circle.
8. Carry on stopping the cat catching the mouse.

(Note: If the cat is finding it difficult to catch the mouse, the group can count to seven and allow the cat into the circle or out of the circle after the mouse. Once the cat's head is inside the circle he/she is allowed through.)

Crows and Cranes

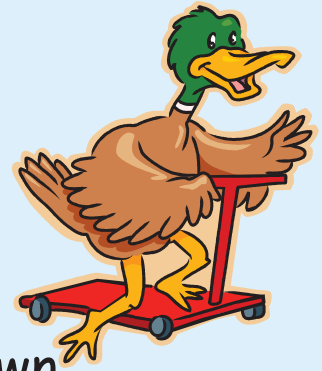


Note: Before you start find a suitable marker and mark a centre line on the playground where the players can stand opposite each other and two lines that the players can run to approx 5 metres away.

1. Two teams (Jan-June birthdays; July-Dec birthdays)
2. Team 1: Crows
3. Team 2: Cranes
4. Stand opposite each other on the line - 1 metre apart.
5. Call, "Crows!"
6. Crows run to line behind them (the safe point).
7. Call, "Cranes!"
8. Cranes run to line behind them (safe point).
9. Do 3 or 4 times in different order.
10. Next call of cranes, crows must run after them to their line to try to catch them.
11. Next call of crows, cranes must run after them to try to catch them.
12. Any one who is caught joins the other side.

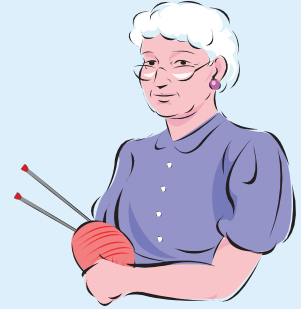
Note: To keep this going keep the teams fairly balanced. Keep them guessing what you are calling out, by saying, "Cccrrroows" etc.

Duck, Duck, Goose



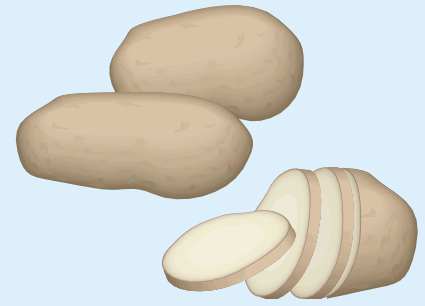
1. Hold hands to make a circle and sit down.
2. One player starts standing outside the circle, walking they touch the right shoulders of each player saying, "Duck, duck, duck, duck."
3. When they change and say, "Goose" the touched player must stand up and run.
4. Both players race around the circle in opposite directions to get back to the space they started in.
5. The first player back wins and sits down.
6. The player left continues the game, "Duck, duck etc."

Grandma's Footsteps



1. One child stands well in front of the others and turns his/her back on them all.
2. All the players try to creep up.
3. As soon as Grandma turns around, the other children must stand still.
4. If Grandma sees anyone moving while she is watching, they go back to the start.
5. The winner is the first person to reach Grandma without being caught.
6. The winner takes the place of Grandma and the game begins again.

Hot Potato



1. Children stand in a circle with a child in the middle.
2. The players pass a beanbag at random across the circle.
3. The centre player must try to catch the beanbag.
4. When the centre person catches the beanbag the last person to handle the beanbag goes into the centre.

You will need: A beanbag.

Huggy Bears



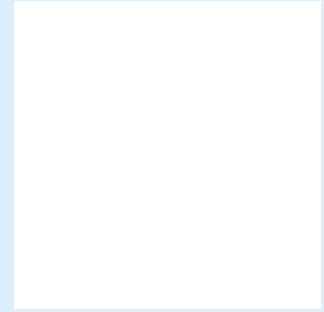
1. All players run around in different directions in a designated area.
2. Leader shouts, "Huggy Bear" with a number e.g. "Huggy Bear 3's".
3. Children get into groups in accordance with the number that was called.
4. Any group that does not have the right number of children is out.
5. This continues, varying the numbers, until only two players are left.

I Sent a Letter



1. Children start in a circle.
2. One child chosen to walk around the outside of the circle (A).
3. 'A' says, "I sent a letter to my friend and on the way I dropped it. Someone must have picked it up and put it in your pocket. It wasn't you, it wasn't you, **it was you.**" And taps this child (B) on the shoulder.
4. 'B' chases 'A' around the outside of the circle.
5. If 'A' is caught he/she becomes part of the circle.
6. 'B' becomes the letter sender.
7. Otherwise 'A' repeats the process.

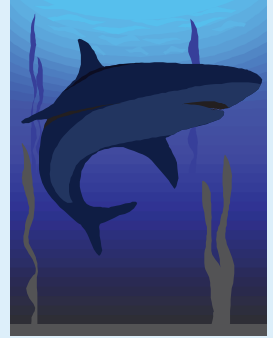
Queenie, Queenie



1. Children stand in a line at a distance of approx. 3 metres from the child at the front ('A').
2. 'A' stands with his/her back to the line of children.
3. 'A' throws the ball backwards over his/her shoulder.
4. One of the children gets the ball and hides it behind his/her back.
5. All the children put their hands behind their backs.
6. When they are ready they call, "Queenie, Queenie, who has the ball. Are they short or are they tall?"
7. 'A' turns to look at the children and has to guess who is holding the ball.
8. If 'A' guesses he/she has another turn at being "Queenie".
9. If 'A' makes an incorrect guess the person with the ball becomes "Queenie".
10. If a child catches the ball before it touches the ground then he/she calls, "Got it!" and takes the place of the person at the front.

You will need: A small ball that can be hidden behind a child's back.

Sharks



Note: Agree on what area to use, mark a box with a good space to move around in.

1. Get into groups of threes.
2. In the threes, two players hold hands and the third player stands in the centre of the two.
3. Leader is the shark and says the word, "Food!"
4. All children in centre of two players leave their 'home' and find a new centre.
5. If a leader catches someone before he/she reaches a new 'home' he/she becomes the new shark.
6. Count to three then call, "Food!"

Note: After three goes make sure there is a new centre person. Keep them in lines.

Silver River



Note: Decide first where players should stand. Mark or use existing lines on your playground.

1. All stand in a line at one end of the playground.
2. After leader say, "May we cross your silver river in your silver boat?"
3. Leader answer: e.g. "Yes, those of you who are wearing blue can cross to the line ahead."
4. Leader count up to five.
5. On five children run/walk to the other side of the playground without leader catching them.
6. If caught they join the leader in the centre.
7. Those caught help to choose the colour next time.

Note:

- a. Make sure everybody stays inside the marked area.
- b. Once half have been caught hold hands to try to catch others.
- c. Once there are only a couple left they stand in the centre in the next game and try to catch the others.

The Farmer Wants a Wife



1. Children stand in a circle with hands joined.
2. One child chosen to be the farmer.
3. Children move together to the left as they chant, "The farmer wants a wife, the farmer wants a wife, ee ay, ee ay the farmer wants a wife."
4. The farmer with eyes closed goes around the circle and chooses a wife.
5. Repeat 3 above but chanting, "The wife wants a child, the wife wants a child etc."
6. Repeat 4 above.
7. Repeat 3 chanting, "The child wants a nurse etc."
8. Repeat 4 above.
9. Repeat 3 above chanting, "The nurse wants a dog etc."
10. Repeat 4 above.
11. Repeat 3 chanting, "The dog wants a bone etc."
12. Repeat 4 above.
13. Everybody together chants, "We all pat the bone etc." with the bone in the centre of the children who have been chosen 'patting' the bone.
14. The bone becomes the farmer.

The Giant and the Golden Egg



1. One child stands facing the rest with his/her back to the wall.
2. This child is the giant and has a ball next to him/her (the golden egg).
3. The rest of the class spaced around the play space.
4. The children chant, "Fee, Fi, Fo, Fum".
5. They freeze on the word, "Fum".
6. The giant replies, "I hear children skipping."
7. The children then skip around the play space chanting as before.
8. The giant chooses a different activity every time.
9. Suddenly the giant shouts, "I'm hungry!"
10. At this the children try to run away to a safe space.
11. The giant tries to catch someone who then becomes the new giant.
12. The old giant becomes a child.

The Mulberry Bush



1. The children stand in a circle.
2. They sing, "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."
3. At the same time a bean bag is passed around the circle from one child to the next.
4. On the word "morning", whoever is holding the beanbag calls out an action e.g. "jump up high".
5. The children then sing, "This is the way we jump up high, jump up high, jump up high on a cold and frosty morning."
6. Then they repeat the chorus and pass the beanbag around as before.
7. Other actions could be: run around, skip together.

You will need: A beanbag.