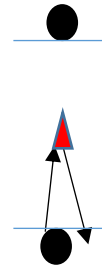


Fun Playground Games

(suitable for small numbers)

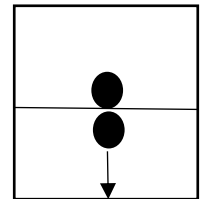
Gibbon: Year 3-8

Two players (in black) stand behind a line and have to try and get the object/cone/bottle (in red) from the middle and take it back past either line without being tagged by the opposite player. The line should ~2 metres away from the object in the middle. You win by either get the object past a line without getting tagged or by tagging the other player if they pick up the object.



Rock Paper Scissors Tag: Year 3-8

In pairs, line up opposite each other and play rock paper scissors, the winner has to get back past their line before they get tagged by the loser.



River Crossing: Year 1-4

In 2s/3s, using equipment placed on the floor, they must “cross the river”/”floor is lava” without touching the floor. They can use floor spots, hoops, ropes, etc

Jumping Numbers: Year 1-8

Players take it in turns to create a sequence, jumping number to number. If the player is successful, they add a number to the sequence. (eg. Sequence is 1-8-19, player #1 is successful, they choose to add #11 to the sequence, next player must do 1-8-19-11 to be successful, etc)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Bean Bag Golf: Year 1-8

Set up “golf holes” using targets (hoops) around the playground/field. Pupils to throw beanbags into hoops in as few throws as possible. You can set up the course with the kids first

Wall Ball: Year 3-8

Group lines up in a single file line, first person throws the ball against the wall and runs to the back of the line, 2nd person has to catch it before the ball’s second bounce and then throws against the wall and joins the back of the line, etc. Mark a line that the group can’t throw below so that the game can flow. 3-5 players ideally.

Can make it competitive by elimination or creating a points system.

Bib It: Year 1-8

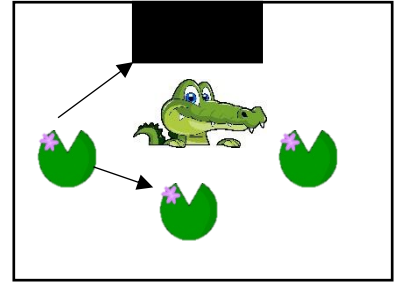
Game of “It” but instead of tagging someone with your hands, you throw a bib at them, if tagged they replace the tagger. Add 1 bib for every 4/5 people.

Foxes and Rabbits: Year 1-4

Rabbits have tails: a bib tucked into their trousers. The foxes start in the middle, the rabbits have to get to the other side of the pitch without losing their bib, and if they do they become a fox too.

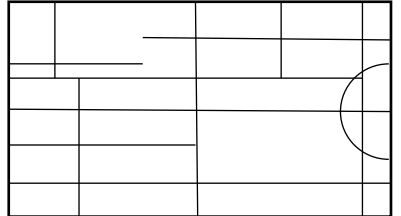
Crocodile Swamp using bibs: Year 1-6

Spots on the floor mark lily pads, players have to get to as many pads before getting caught by the bibbed crocodiles, if they get caught by the crocodile, they go to the crocodile lair where they have to do a trick/skill, then they can join back in. Players are safe on the lily pads.



Pacman: Year 3-6

Both Pacman and the Ghosts have to stay on the lines of the court. The bibbed Ghosts aim to stay away from Pacman. Once a Ghost has been caught they become another Pacman.



Sleeping Dragons: Year 1-4

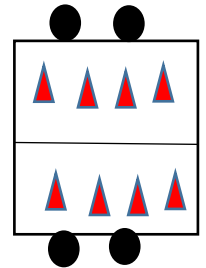
Dragon stands at their nest whilst guarding their eggs (Bean Bags), group have to try and move forward (ready to freeze) to get an egg from the dragons nest. If the dragon turns around and catches someone moving they are sent back to the start.

Rob the Nest: Year 1-6

Four teams in each corner of a square, items in the middle need to be taken from the nest back to their teams' nest. One person from each team can move at a time. Once all objects are taken from the middle, groups can steal from other nests.

Spikeball: Year 1-6

Similar to dodgeball: soft ball are in the middle of the pitch with tall cones (in red) on either sides half no more than 2 meters away from half. The aim is to knock over the opposition's cones with the balls. Once a cone is knocked over pick it up so more points can be won.



Kick Rounders: Year 1-8

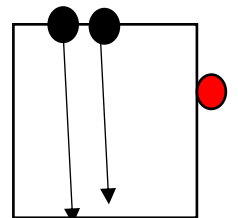
Similar to rounders except using a soft ball, roll the ball along the floor to the 'batter' who kicks the ball and then runs.

Scatterball: Year 1-4

Similar to rounders. Put ~3/4 items in a hoop for the 'batter' to scatter/throw. When they've thrown all the items, they start running. They stop when all items are retrieved and put back in the hoop.

Cowboys and Indians/Space Invaders: Year 3-8

Lots of soft balls needed. Earthlings (in black) have got to run from 1 side to the other without being hit by a ball (below the legs hits only). Balls are thrown by the aliens (in red) If they're hit they become an alien and throw. Aliens throw from behind a line out the way.



Ball tag: Year 5-8

Create a narrow rectangle (width ~2/3 metres). 5-10 players. 2 taggers must tag everyone using 1 soft ball. When tagged, join the taggers' team. However, the tagger with the ball isn't allowed to move (except pivot like in Netball) so they must work together to tag players by passing the ball to each other up and down the playing area. For a tag to be valid, the tagger must touch someone with the ball whilst keeping in their hands (i.e. not throwing it at people)