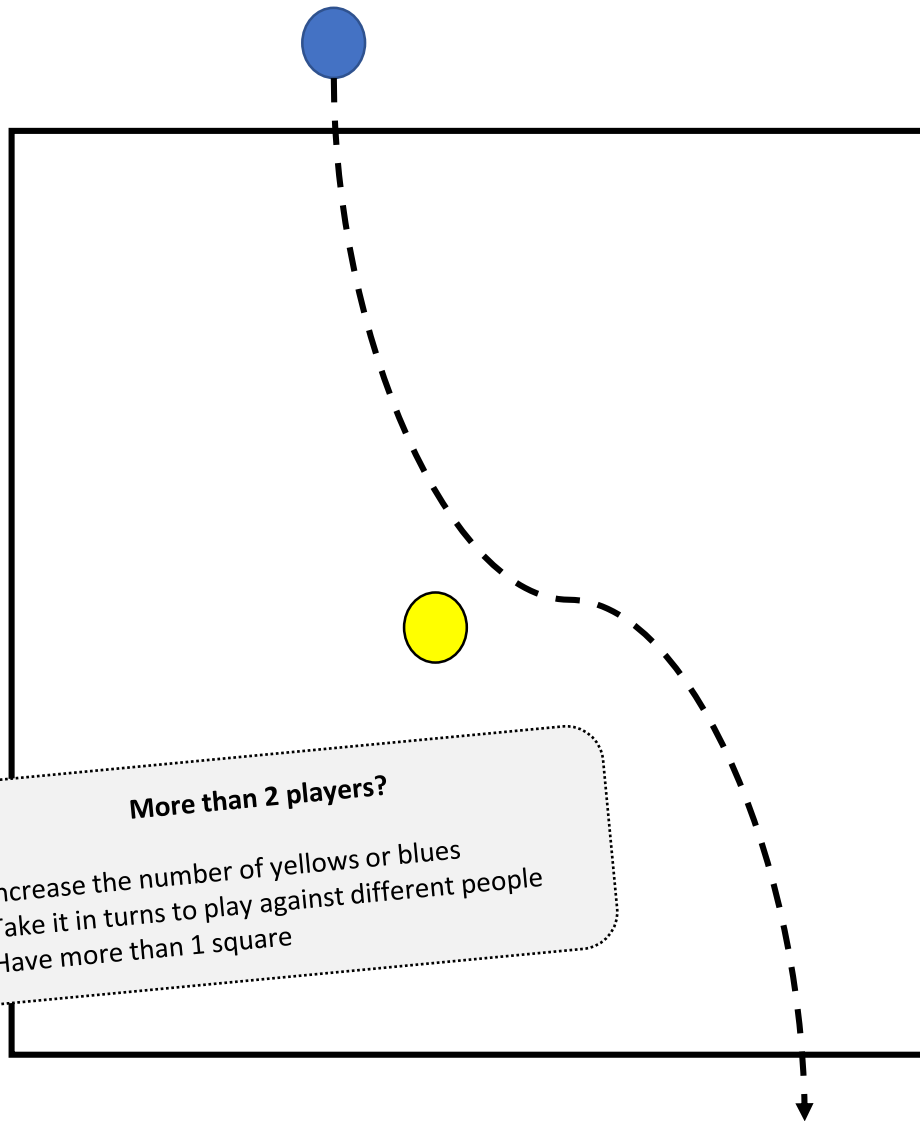


Bulldogs



Blue

- Has to get from one side of the square to the other
- Blue places a tea towel in their shorts/tracksuit bottoms on the side or back so it's hanging out by 75%
- Scores a point each time they get across the square

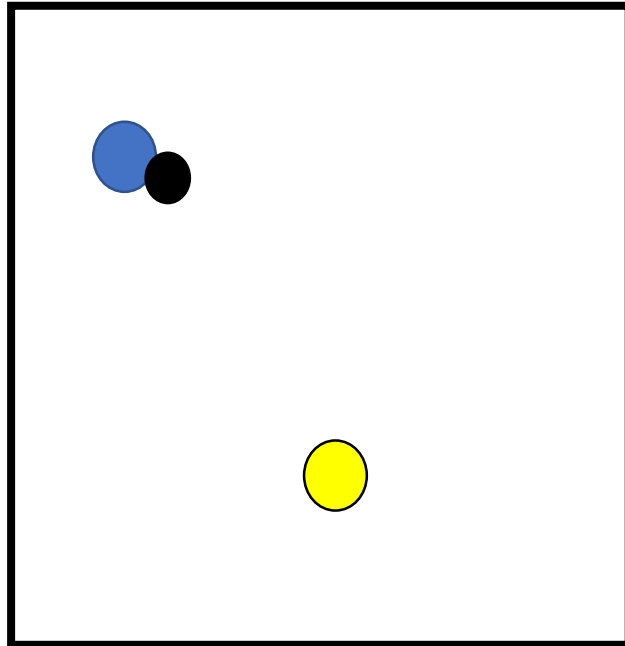
Yellow

- Must stay in the square
- Has to try and pull the tea towel from blue to stop them scoring
- Swaps with blue if they steal the tea towel

To make the game even for different ages/sizes/abilities of children consider:

- Yellow has to tag. Blue doesn't have a tea towel tucked in
- Yellow has a tea towel to throw and hit blue with. Blue doesn't have a tea towel
- Make the square into a rectangle so it's more difficult (thinner) to run through
- Blue isn't allowed to run forwards to get across

Hot Potato



More than 2 players?

- Play 2v1 or 2v2
- Have more than 1 game happening at once
- First to 3 points = winner stay in game and loser swaps with another player

Blue

- Starts with a ball
- Throws the ball in the air so it bounces somewhere in the square. The ball must be throw in an upwards motion
- Scores a point if the ball bounces twice before yellow can catch it

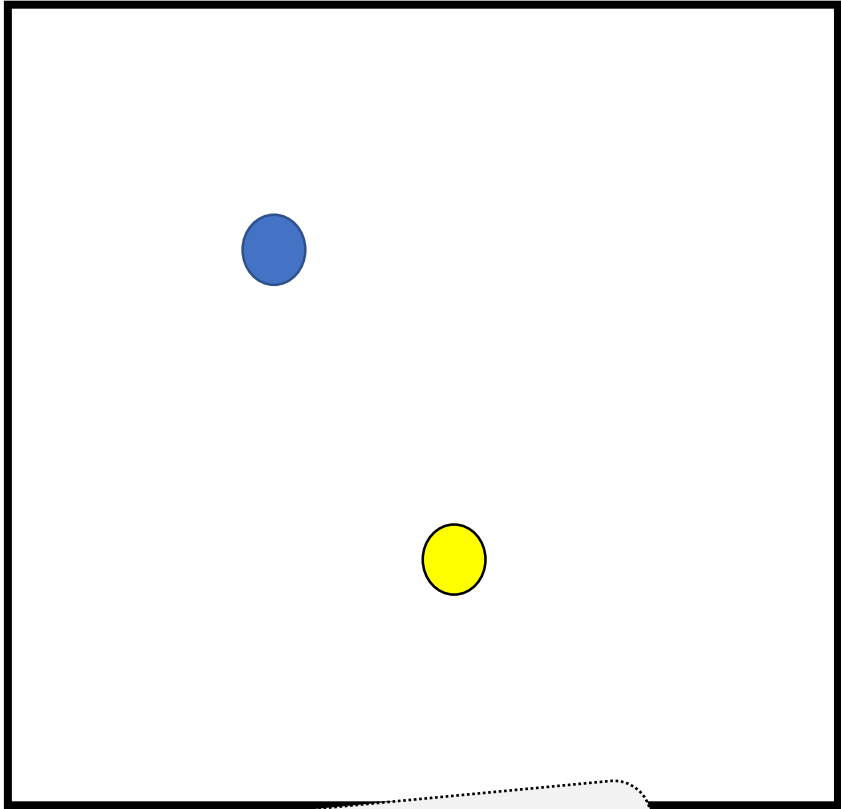
Yellow

- Must try to catch the ball before it bounces twice
- Throws the ball in the air so it bounces somewhere in the square. The ball must be throw in an upwards motion
- Scores a point if the ball bounces twice before blue can catch it

To make the game even for different ages/sizes/abilities of children consider:

- Have a 2nd larger square. One player has to use that area, the other player only uses the smaller area.
- The ball must be thrown above the tallest persons head height for one player
- Allow two bounces for one player

1 minute madness



More than 2 players?

- Increase the number of yellows or blues
- Take it in turns to play against different people
- Have more than 1 square

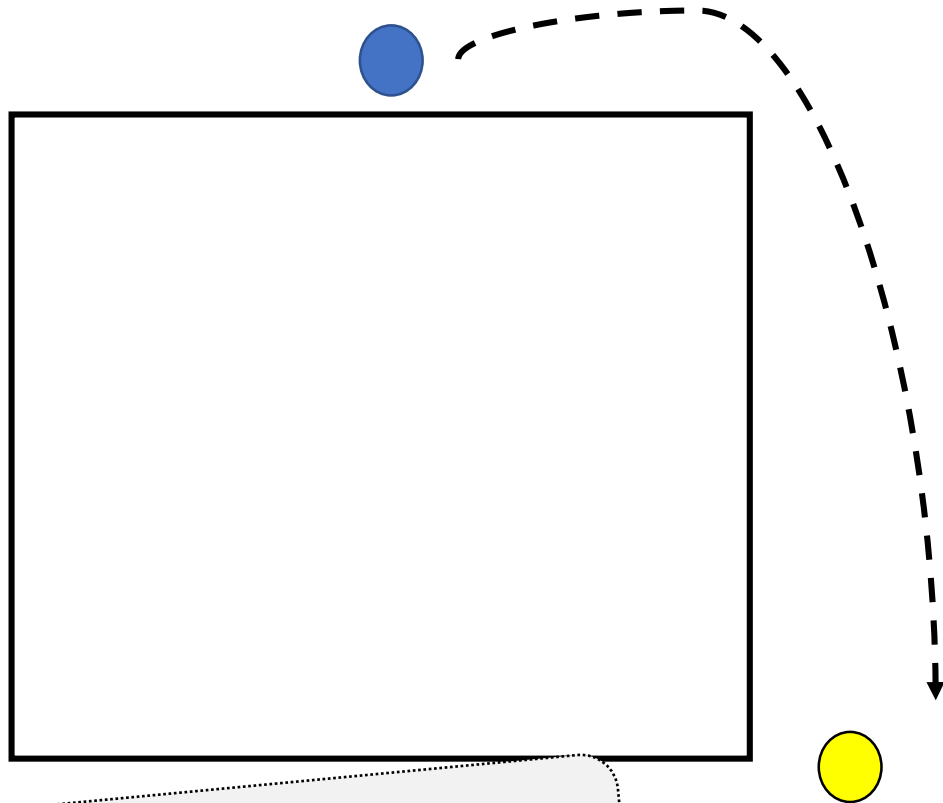
The game

- Blue has to tag yellow as many times as possible in 1 minute
- Each time they tag yellow they must touch one of the corners of the square before tagging again
- Game is repeated with yellow tagging blue
- Winner is the player who tags the most

To make the game even for different ages/sizes/abilities of children consider:

- One player is not allowed to run
- One player has less time to tag than the other
- One player can only tag with their non dominant hand
- One player must carry a ball and has to tag with that (without throwing it)
- Tagger has a tea towel they throw top catch their opponent

Cat & Mouse



More than 2 players?

- Take it in turns to play against different people
- Have more than 1 square
- 2 player have to hold hands and play as a pair

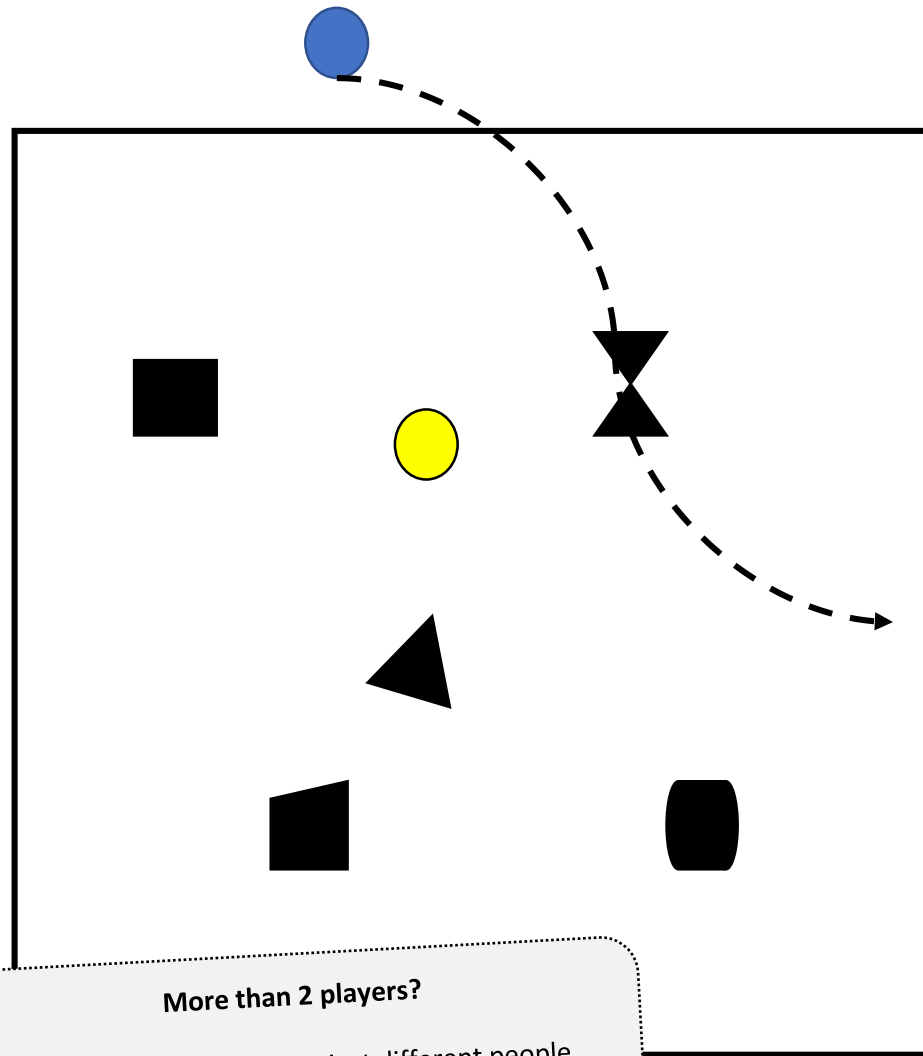
The game

- Blue has to try and tag yellow
- If Yellow gets tagged they have to try and tag blue
- Winner is the player who's not tagging after 1 minute

To make the game even for different ages/sizes/abilities of children consider:

- One player isn't allowed to run
- One payer can only hop/jump/skip
- One player must balance an object on their head whilst playing
- One player is allowed 2 (or more) corner cuts when they are tagging
- Tagger has a ball they can throw it to catch other player instead of tagging
- One player has a football at their feet they must dribble around
- One player has a 'freeze' they can use. Shouting it means their opponent must stand still for 3 seconds.

Cops and Robbers



More than 2 players?

- Take it in turns to play against different people
- Have more than 1 square
- Increase the number of players on one team

Blue

- (Robber) has to try and steal all the objects from the box by collecting one at a time and taking it outside of the square
- Blue places a tea towel in their shorts/tracksuit bottoms on the side or back so it's hanging out by 75%
- When blue enters the square they are not allowed back out unless they are stealing an object

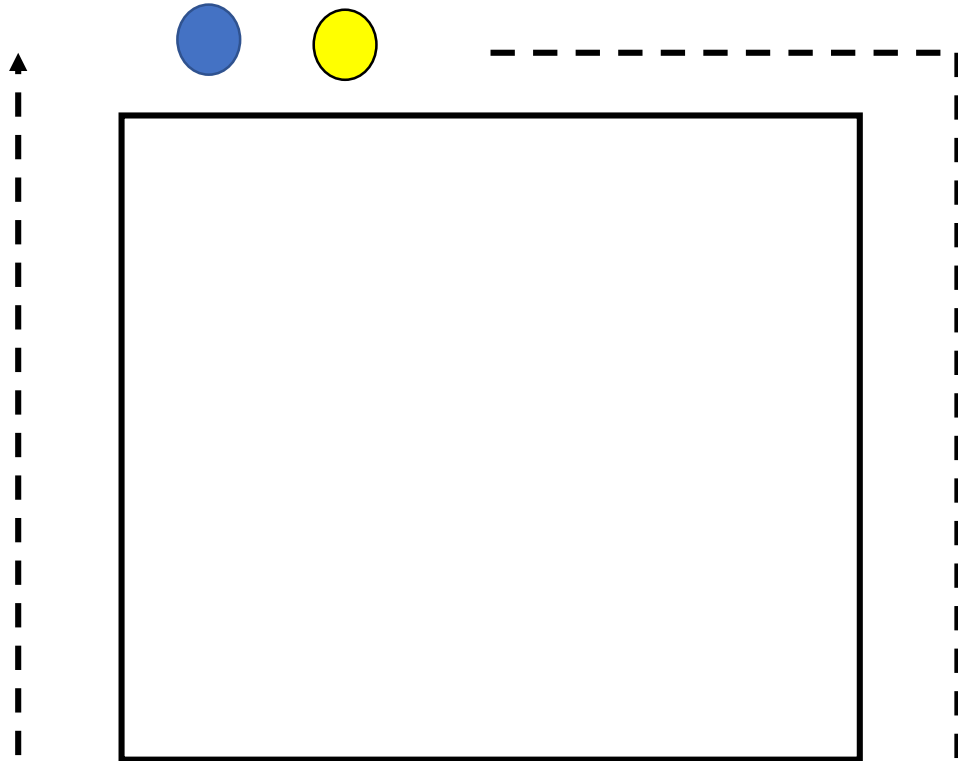
Yellow

- (Cop) has to catch blue by pulling the tea towel from their shorts/tracksuit bottoms. If blue is caught roles are reversed and the winner is the one who steals the most objects

To make the game even for different ages/sizes/abilities of children consider:

- Change the objects to increase/decrease the difficulty of collecting them
- Restrict what movements a specific player can do (i.e. running, skipping, hopping, jumping)
- Yellow can only try and catch once an object has been picked up

Time Trial



More than 2 players?

- Take it in turns to play against different people
- Have more than 1 square

The game

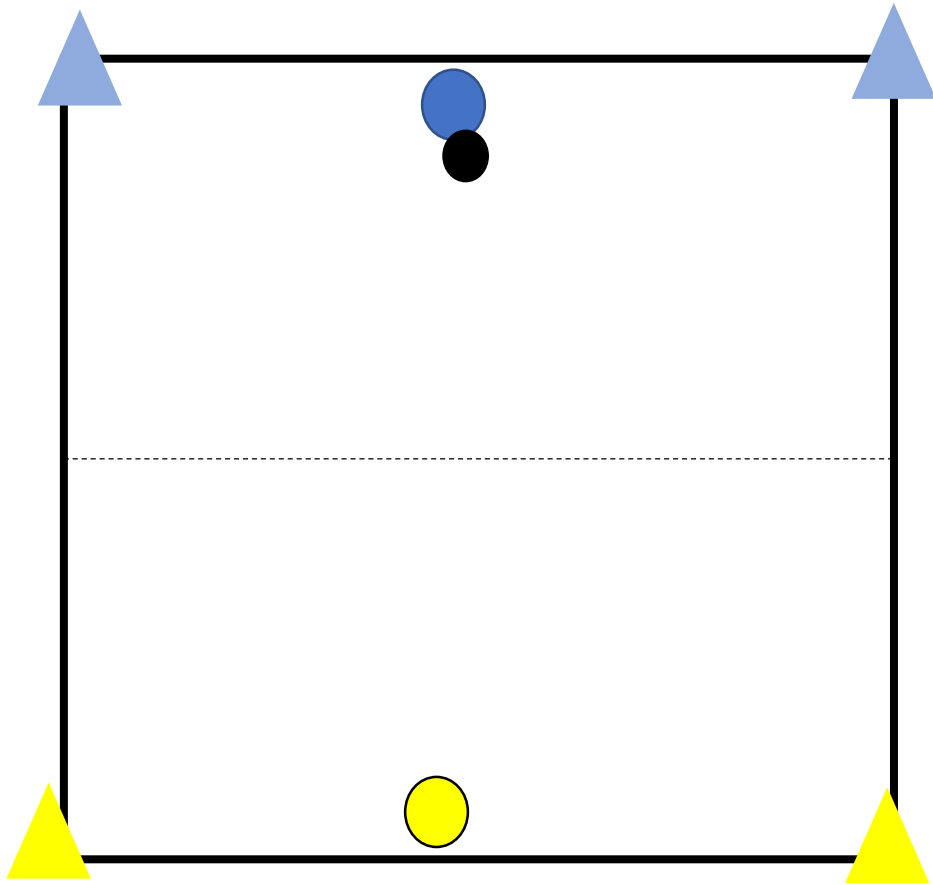
Two people work together to get around the square as quickly as possible by:

1. Leap frog over each other one at a time
2. Crawling under each others legs one at a time
3. 3 leg race (2 legs tied together)
4. Back to back, arms linked together

Two people compete one at a time to get around the square as quickly as possible by:

1. Relay sprint
2. Backwards running
3. Dribbling a ball
4. Egg and spoon race
5. Sack race (use a bin bag)
6. Balancing an object on their head
7. Crawling

Stop it



More than 2 players?

- Increase the number of yellows or blues on a team
- Take it in turns to play against different people
- Have more than 1 square

The game

Players score by getting the ball past their opponents goal from their half of the square

To score, the ball must either be rolled underarm along the ground or be thrown so it hits the ground before the opponents goal line

To make the game even for different ages/sizes/abilities of children consider:

- Allow one player to kick the ball
- Allow one player to score however they wish
- Make one half bigger than the other so one player has further to score from
- Make one goal bigger than the other so it easier/more difficult to score
- Allow goals scored by one player to count double
- Restrict the movement of one player

Relay

Game card location



In and out

Balance and object through

Jump over

Crawl through

The game

- Children design their own obstacle course or use the idea shown
- Write out or use a set of playing cards: 4 x #2, 4 x #3, 4 x #4 placing face down away from the obstacle course
- Players turn over a card which indicates the number of times they must complete the obstacle course before collecting their next card.
- The player with the most cards at the end wins

To make the game even for different ages/sizes/abilities of children consider:

- One player isn't allowed to travel forwards through the obstacle course
- Add an additional obstacle for one player
- One player must complete the obstacle course x number of times before they can collect their first card

More than 2 players?

- Increase the number of cards
- Take it in turns to play against different people