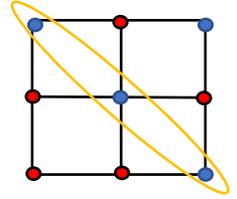


## I. Indoor/Small Space Games

### a. Tit-Tat-Toe

- i. Number of players: 2
- ii. Need: 2 different colored game pieces or dry beans/corn, paper, pen.
- iii. How to play:
  1. Draw a square and divide it into 4.
  2. Each player takes turns placing their game pieces on intersecting points on the box, a lot like "tic-tac-toe".
  3. The first player to get three pieces in a row, wins.



### b. Tappy On the Icebox

- i. Number of players: 4 +
- ii. How to play:
  1. Great for a classroom setting and is similar to "heads up 7 up".
  2. One child is chosen to be the "icebox". This child stands in front of the class, facing the wall.
  3. Three children are chosen to come forward and stand facing the "icebox".
  4. The class chants: *tappy on the ice box, tappy on the spot. I'll draw the circle* (teacher draws a large circle on the "icebox's" back) *but who will touch the dot* (teacher chooses one of the three students to gently touch the "icebox" with their finger).
  5. The "Icebox" must guess which of the three students was the one to touch their back.
  6. If they choose the correct student, that student must perform a penalty and then becomes the icebox.
  7. If the icebox chooses wrong, they must preform the penalty and remain the icebox until they guess right.
  8. 3 new students are then brought up to the front.
  9. Penalty ideas:
    - a. Crow like a rooster while flapping your arms.
    - b. Recite the alphabet while holding your nose.
    - c. Sing Mary had a little lamb.
    - d. Pat your head with one hand and rub your stomach with the other for 10 seconds.
    - e. Bark like a dog and wag your tail.
    - f. Skip around the room while singing "row row row your boat".

### c. Dot

- i. Number of players: 2
- ii. Need: Dot grid paper, 2 different colored writing utensils.
- iii. How to play:
  1. Player 1 begins by connecting two dots, horizontal or vertical, anywhere on the paper. Player 2 does the same thing. Once one player completes a box, with all sides being their color, they can place their initials in the

box. Players can block boxes being completed by their opponent. The person with the most completed boxes wins.

2. Printable dot graph included in packet

**d. Drop the Clothes Pin in the Milk Bottle**

i. Number of players: 1 +; can be done in teams.

ii. Need: A large number of clothes pins or paper clips, a milk bottle or jug.

iii. How to play:

1. Place the bottle/jug on the floor and place a tape line 4 inches away from the bottle.

2. Divide clothes pins/paper clips evenly among the players.

3. One at a time, have each player take turns standing at the line in front of the bottle and try to drop their clip/pin into the opening.

4. Whoever drops the most pins in the bottle, wins.

**II. Outdoor/ Large Space Games**

**a. Over Under**

i. Number of Players: 10 +, divided into teams

ii. Need: a rubber ball (kick ball)

iii. How to Play

1. Split the students into even groups, each group lining up with about 1 to 2 feet in between each other.

2. Each team is given a ball and, on the count of 3, each person takes turns passing the ball to the person behind them. The first player passes over their head, the second passes under their legs. This continues until it gets to the end of the line.

3. The last person in line, once they receive the ball, runs to the front of the line and the passing begins again.

4. The first team to get their first person to the front of the line again wins.

**b. Drop the Hanky**

i. Number of players: 10 +

ii. Need: a handkerchief or small cloth

iii. How to Play:

1. This game is similar to "duck duck goose".

2. Have the students sit in a circle with one student standing outside.

3. The student on the outside walks around the circle with the hanky, dropping it behind one student.

4. The student who gets the hanky must pick it up and try to get to their spot before the other student reaches their spot.

5. The loser gets the hanky and the game starts again.

**c. Let the Potato Pick**

i. Number of players: 10 +

ii. Need: a ball to be the potato (or even a real potato)

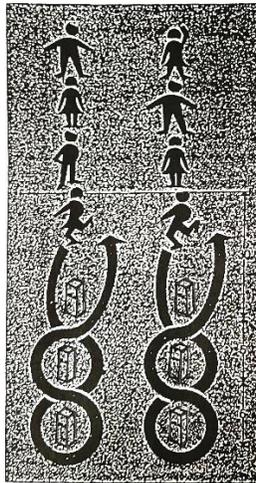
iii. How to play:

1. This game is just like "hot potato".

2. Students sit in a circle and pass around the “potato” staying this phrase: *One potato, two potato, three potato, four. Five potato, six potato, seven potato, more.* The student who receives the potato on the word “more”, steps out of the circle.
3. The last student in the circle is the winner.

**d. Figure 8 Relay**

- i. Number of Players: 8 to 30, divided into teams.
- ii. Need: 3 blocks, bowling pins, or cones per team.
- iii. How to Play:
  1. Place the cones for each team into a straight line, 6 feet from each other.
  2. Line up each of the teams 10 + feet away from each line of cones.
  3. On the signal, the first players run to the line of cones, weaving in and out of each cone. Once they reach the last cone, they go around, and weave through the cones again.
  4. The player then runs back to their team, tagging the next player.
  5. The first team get each member to complete the course, wins.



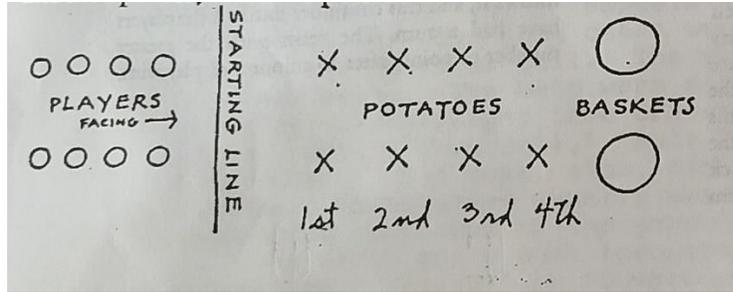
6.

**e. Super Duper Potato Race**

- i. Number of players: 6-20, divided into two teams.
- ii. Need: 8 baseballs or tennis balls (or real potatoes), two laundry baskets or large buckets.
- iii. How to play:
  1. The running is very similar to the “suicides” running drill.
  2. Line up four balls for each team, 10 feet apart from each other. At the end, place a laundry basket for each team.
  3. Create a starting line 20 + feet away from the first ball. Have each team line up.
  4. At the signal, the first player for each team runs to the first ball and takes it to the basket. They then run back to the second ball, pick it up, and run it to the basket. The same with the third and fourth balls.
  5. After the 4<sup>th</sup> ball, the player runs back to the line and tags the second person in line. This time, the second player runs to the basket picks up a

ball, and runs it to where the first ball was placed (it may help to have markers on the ground for where each ball should be placed). They do this again for the second, third, and fourth balls.

6. The team to get all players across the finish line wins.



- 7.