

## Elementary games

### Study Guide

#### **Red Light, Green Light**

##### Step 1

Choose one player to be Red Light. He should stand about 25 yards from the other players, with his back turned to them.

##### Step 2

The other players should be lined up shoulder to shoulder behind him. Their goal is to try to get close enough to tap Red Light on the shoulder, but they can move only when he says, "Green Light."

##### Step 3

To begin play, Red Light closes his eyes and yells, "Green Light!" Players then run at top speed toward him until he yells, "Red Light!" and turns around as fast as he can. The instant the other players hear "Red Light!" they must stop running. Anyone Red Light sees still moving when he turns around must return to the starting line.

##### Step 4

This sequence is repeated until a player gets close enough to tap Red Light on the shoulder when his back is turned. This player wins and becomes the next Red Light.

#### **Zookeeper**

Required: Playground or large area

Players: Small to medium groups

Mark off two goals approximately 80 feet apart. Choose players to be the zookeeper and have them stand in the center of the play area. Secretly give each player an animal name to be called. More than one person can have the same name. While the hunter is in the center of the play field he is to call out an animal name. He will call out animal names one by one until he finds one that is in the group. Once a player's animal name is called they are to run across the opposite goal line. When the zookeeper sees this he is to run around and try and tag the running animal. Any animals tagged are sit until all players have been called. Those who are sitting can then become taggers while on the floor. The game ends when only the number of players who started the game as "it" are left.

#### **Blob Tag**

Blob tag is not only a fun game for kids of all ages. It's also a terrific tool for learning about cooperation and trust between actors. The object of blob tag is to avoid being stuck to the human

“blob.” The blob starts out as one person, who is “it,” but as the blob tags each player, the player becomes part of the blob and has to help to tag the next one. This game is most fun when played with at least five players and can be played with as many as 20. Choose who is going to be “it,” and have “it” go to one side of the room, while everyone else goes to the other side.

### Instructions

- 1 When the game begins, “it” must chase someone until she touches the person, thus incorporating that person into the blob, which now has two members on its team.
- 2 Wherever the person is touched by the blob, he becomes attached to the blob at that physical point. For example, if the blob tags a person by touching their head, the blob’s hand is attached for the rest of the game to that person’s head. This makes it more and more difficult to move as the blob becomes bigger, requiring more cooperation from the unit as a whole to tag more people.
- 3 Blob tag ends when only one person remains on the opposite team, and all other players have become part of the giant, messy blob.

## Fox Hunts Squirrels

### Before You Start:

- You need players to be trees, players to be squirrels (half of tree total plus a few) and a few players to be the foxes.
- For a group of 22, assign 12 kids to be trees.
- Each of those players will pair up with another to be one tree, which will give you 6 trees.
- There will be 8 squirrels. This is to create the problem of not enough trees for all the squirrels.
- There are also two foxes to catch those loose squirrels.
- For a group of 40, have 22 kids be trees giving you 11 trees, 14 squirrels, and 4 foxes.
- Demonstrate safe tagging

### How To Play:

- The trees go out into the play area first.
- Two people become a tree by standing face to face and holding hands with arms raised over their heads.
- Once the trees are into position, you send the squirrels out to find a home.
- A squirrel must stand underneath the raised arms to be in a tree.
- If a squirrel has no home he or she goes to another squirrels home and taps them on the shoulder.
- That squirrel must leave the home out the other side of the tree and find a new home.
- Give the squirrels a few minutes of establishing a cycle of tree swapping.
- Once this has been done, send in the foxes and they are to tag any loose squirrels.
- Those squirrels tagged either wait until the next round of play or do an exercise (jumping jacks, push-ups, etc.)
- After a few squirrels are tagged, start to take away (cut down) trees thus making the game more challenging.