

Playstop Games

Elephant, Giraffe, Palm Tree

- Form a circle with one person in the middle.
- The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what was called out.
- ELEPHANT- Middle person (one pointed to) will form an elephant trunk by putting arms straight in front of you crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person, cupping around the mouth with hands as if whispering to the middle person.
- GIRAFFE- Person pointed to raise arms above head, arms extended fingers closed. Side people will grab middle ones waist bending over.
- PALM TREE- Middle person raise arms above head in "Y" formation, fingers open. Side people do the same but lean toward outside, away from the middle person.
- The object of the game is to try to keep changing all the time. The game has to be played quickly. As soon as an object is formed, the person in the middle of the circle has to point to someone else.

Beat the Bunny

- Equipment: Two balls of different size.
- The bunny (small ball) is started first and is passed from child to child around the circle.
- When the bunny is about half way around, the farmer (large ball) is started in the same direction.
- Note: The farmer can change directions to try and catch the bunny. As soon as this happens the bunny can also change direction. Alternatively you could nominate a caller to say when all must change direction.

Guard the Pin

- Equipment: ball and pin.
- Everyone stands in the circle facing in.
- A pin is placed in the centre of the circle.
- A guard is chosen.
- The guard stands in the centre of the circle and guards the pin.
- The object of the game is for the players in the circle to try and knock down the pin with the ball.
- All throws should be thrown underhand.
- The person who knocks down the pin gets to be the new guard.

Hot Potato

- Equipment: Ball or something to pass.
- The potato is passed from person to person until the leader gives a signal.
- The person left holding the potato is eliminated.

Killer

- Someone is chosen to be the picker all the other kids line up facing the wall and should close their eyes.
- The picker goes by and taps each of the kids.
- He taps each of them once but whomever he picks as the killer he is to tap twice.
- Once everyone is tapped they all turn around (sometimes the killer is given away here because of smiling).
- Everyone begins shaking hands with one another one at a time in a normal shaking manner. If you are the killer when you shake hands with people you bend your index finger in and sort of poke the palm of the person's hand you're shaking. If you feel this when you shake someone's hand then you go and shake two more hands (normal shake) and then silently fall to the ground.
- Eventually the killer gets everyone and then the game is over and a new killer gets picked.

Fox and the Rabbit

- The players are divided into groups of threes and are scattered into groups around the playground.
- Two of the three form a 'home' by facing each other and joining hands.
- The third one will be the rabbit and will simply stand in this house.
- In addition to these groups of three, there should be two extra players, a homeless rabbit and a fox.
- The fox starts the game by chasing the homeless rabbit around and around in and out of the groups.
- When the rabbit has grown tired, he may go into one of the homes and at once the rabbit who was already there must leave, and this rabbit is chased by the fox.
- When the fox catches the rabbit the two change places.

I sent a letter to my Friend

- Children stand in a circle, with one child on the outside.
- This person walks around the outside of the circle, whilst everyone sings chants, 'I sent a letter to my friend and on the way I dropped it, someone must have picked it up and put it in their pocket.'
- The person on the outside then taps each person on the shoulder in turn is then the signal for the child tapped to run round the circle as quick as they can to get back to their place before the person who tapped them catches them.

Leader

- The children all sit in a large circle. A person is picked to be it.
- He leaves the room or sits with his back to the circle.
- The group then decides on a leader who is to start a motion in which all the children copy.
- The motion can be anything at all, and the person who is it, comes in to find the leader of the motion.
- The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is.
- If 'it' guesses correctly then the leader becomes 'it'.
- If 'it' does not guess correctly a new game is started by choosing a new 'it'.

Queenie

- Equipment: ball.
- One player is chosen to be queenie and he stands with his back towards the other players.
- Queenie throws the ball over his head and one of the players catches it.
- Then the players stand with their hands behind their backs and Queenie turns around.
- The players say "*Queenie, queenie, who's got the ball?*"
- Then queenie has three guesses to decide who's got the ball.
- If he guesses incorrectly the player with the ball becomes queenie. Otherwise he remains.

Monkey Ball

- Equipment: ball
- Two teams should be standing in lines side to side, arms linked and numbered 1 and up.
- The ball will be placed in the centre of the playing space.
- The game leader will call out one number.
- The player from each team that has that number will run to the centre to get the ball.
- The rest of the team will act as the moving goalie.
- The players in the middle attempt to hit the ball with their hand on the ground past the opposing team's goalie line.
- The goalie lines can only move side to side and must stay attached.
- The play is over if the ball goes out of bounds and when a shot is made.

Spud

- *Equipment: Large foam/soft ball*
- Spud is a tag game that is best played in large, open areas.
- Players begin each round in a central location.
- 'It' then throws a ball high into the air.
- The other players run but must stop as soon as 'it' catches the ball and shouts, "*Spud!*"
- The person who is 'it' may then take three large steps toward the player of his choosing before throwing the ball at that player.
- If the ball hits the player, that player becomes it, and the game starts over
- *One variation of Spud requires numbering the participants. 'It' throws the ball in the air and calls out a number. The player whose number is called becomes it, and must catch the ball and shout "Spud" as above.*

Poison

- One person (it) stands with fingers on one hand stretched out.
- The rest of the group gently hold one finger each.
- It says 'I went to the shops and I bought potatoes, pizza (anything beginning with p).
- As soon as 'it' says poison the other players have to run away.
- Whoever is caught becomes the new it.

Donkey Dodgeball

- Equipment: ball
- This game is played with the same objectives as in all dodgeball games.
- In this game a circle is formed and 4 people are chosen to go into the middle.
- The 4 people hold on to each other at the waist, forming a chain.
- The front and middle protect the back of the donkey by using their bodies as a block.
- The players who form the circle try to hit the back end of the donkey, below the waist with the ball.
- If someone does hit the last person of the donkey, then the thrower will join the front of the donkey and the person who was hit, joins the circle.

Elves, Giants, Wizards

- This game is based on the same concept as rock, paper, scissors.
- In this game; Elves beat Wizards (they can run through their legs) Giants beat Elves (they stomp on their heads) Wizards beat Giants (because they are smarter)
- The group needs to be split into 2 groups.
- Each group needs to choose one of these signs.
- The two teams come face to face in parallel lines about 2 metres apart.
- Both groups will yell, "Elves, Giants, Wizards" (and does the actions listed below).
- The side that won chases the other team back to their home and tries to tag them.
- The players that are touched must join the other team.
- The object is to get everyone on your team.
- The actions are; ELVES- swat low to the ground and put one finger to either side of your head like little pointed ears. GIANTS- stand up on your tip toes and stretch your arms high over your head, WIZARDS- Wiggle their fingers like you are casting a spell.
- If both teams do the same sign, it is a tie. (go pick again!)