

ELEMENTARY GAMES

1. Listening/Clapping Game

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play

1. Explain to the players that this game can take place at any time during class.
2. If Instructor yells "ONE CLAP", all players must clap once.
3. If Instructor yells "TWO CLAPS", all players must clap twice.
4. If Instructor yells "ZERO CLAPS", no players are to clap.

Tips

- This game is to make sure players are listening.
- This game is to regain control of a class.
- Zero claps to fool the players.

2. Simon Says

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. Players are to follow whatever directions Instructors give as long as they begin their directions with "Simon Says."

Tips:

- Use your own name instead of "Simon" so players can learn your name.
- Remember to be creative when making up tasks.
- If you don't say "Simon Says" when giving a direction perform the motion yourself to throw off players.
- This game can be played with any sports equipment to work on skills.
- Some examples are: "Simon Says" jog in place, jumping jacks, hop on 1 foot, etc...

3. Cool Corner

Equipment Needed: Cones

Set Up: Create numbered corners by putting that number of cones in different corners. Corner #1 will have 1 cone, Corner #2 will have 2 cones, Corner #3 will have 3 cones, and Corner #4 will have 4 cones.

How to Play:

1. Instruct players to pick a corner and go to it.
2. Designate a COOL KID to be in the middle.
3. Cover the COOL KID's eyes and instruct the rest of the players to pick a corner, giving them only a certain amount of time to get there.
4. COOL KID must keep their eyes closed until after they call the number.
5. COOL KID picks a corner.
6. Whatever corner COOL KID picks, any players in that corner are out.

Tips:

- Be sure to rotate a COOL KID.
- Remind players that if the COOL KID can't hear where they are going, it will be harder for the COOL KID to know what corner has players in it.

4. Head's Up Seven Up

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. Choose a number of students to stand in front of the class.
2. Typically 7, but it does not have to be.
3. All the other students put their heads down and their thumbs up.
4. The students at the front of the class may go out and pick 1 person by pressing down their thumbs.
5. When everyone has gone, the Instructor yells, "Head's Up Seven Up."
6. The students may pick up their heads and open their eyes.
7. Each student whose thumb was pressed down is now allowed to guess who did it.
8. If a student guesses correctly, they switch places with the person who pushed their thumb down.

5. Telephone Relay

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. The group sits in a large circle.
2. The Originator starts a message.
3. The Originator whispers a short message into the ear of the person sitting right of them.
4. The message is whispered once.
5. The new messenger then whispers the message into the ear to the one to their right, and so on and so on.
6. When the message reaches the person sitting to the left of the Originator the message is announced out loud.
7. Seldom does the message arrive in its original form.
8. The person to the right gets to be the next Originator.

Variations:

- The game is to start one message to the right then start a message to the left and see what happens.
- Put players into 2 lines. Instructor whispers the message to the first person in each line and then it's passed down through the lines. The lines are competing to see which team gets the message first and correct.

6. Baby Bird Finder

Equipment Needed: Balls, Cones

Set Up: Place flat cones face up all over the programming area, they are "nest".
Put any kind of ball ("birds") that can rest in the "nest" all over the place.

How to Play:

1. Instructor tells players to rescue the bird (balls) by placing them in the nests (cones).
2. There should be a time limit.

7. Duck Duck Goose

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. Duck Duck Goose is played by having the class sits in a circle.
2. One player is designated as the "Ducker."
3. The "Ducker" walks around tapping each player in turn, calling each one a duck until he/she labels one a "Goose".
4. The "Goose" then gets up and tries to tag the "Ducker".
5. The "Ducker" has to run around the circle and try to get back to the players spot.
6. If the "Ducker" is successful, the "Goose" is now the "Ducker".
7. However, if the "Goose" is successful in tagging the "Ducker", the "Goose" is allowed to return to his spot.
8. The game now starts all over again

8. I SPY

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. Either the Instructor or one player is the "SPY".
2. The Spy says "I spy with my little eye..." and then gives a description of an object that can be seen by all the players, such as ('something red', 'something square', or 'something small').

8. Shape Up

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. Tell the players that this is a test on shapes and images.
2. If it is a large group, divide the class into teams.
3. Instructor calls out different shapes/images (circle, square, triangle, rectangle, and line).
4. Players must arrange themselves into the shape that the Instructor calls out.

9. Grid Master

Equipment Needed : 25 Square Grid - Floor Grid

Set Up: Create a 25 Square Grid

How to Play:

1. Lay out the 25 square grid on floor
2. Have players line up at the corner of the grid (this is where they enter)
3. The Grid Master i.e. instructor will then tell the first player to enter the grid.
4. Once the player enters he/she has to decide which new square to step to next.
5. Players can only advance 1 square at a time - only moving forward, sideways, backwards or diagonally.
6. Players may not step back onto a previously used square.
7. Once the player moves to a new square he/she asks the Grid Master "Right"? The instructor will then tell the player if he/she is "right" or "wrong". If right, then the player gets to move again, if wrong, the player must go back to the end of the line.
8. The next player must then start from the beginning trying to retrace the last player's path and continue past it.
9. All players should be working as a team to remember where the "correct" squares are located in order to find the right path out of the grid.

Variations:

- Create squares in the grid that are worth something when landed on. Example: "Bonus" square means the player gets 2 guesses for the next step, "Physical Challenge" square means the player must do 10 push-ups, "Free pass" means the instructor tells the player where the next square is, "Go Back" means the player is sent back to the end of the line.
- Create teams and have them working together against the other team trying to finish the grid before the other team. Example: have 2 teams and each team rotates entering a player in the grid when a player is sent back to the beginning.

10. Lilly Pad Leap

Equipment Needed: Cones

Set Up: Place Cones all over playing area.

How to Play:

1. Place cones all over open space; do not make them too far apart from each other.
2. Instructor will blow whistle and kids will hop/jump to an open 'Lilly Pad'.
3. Kids will stop on the 'Lilly Pad' until instructor blows whistle again.
4. You can begin removing 'Lilly Pads' each round so that there will be more kids than 'Lilly Pads'.
5. This takes on a musical chairs element to the game.

11. Bubble Gum

Equipment Needed: No equipment needed.

Set Up: No set up needed.

How to Play:

1. Designate a player to start; they are the "counter".
2. Place all players into a tight circle.
3. Each player makes a fist with both hands and holds their fists out in the center of the circle.
4. The "counter" take one of his/her fists and taps everyone's fists (including her own) as she sings the rhyme.
5. *Bubble gum, Bubble gum, in a dish. How many pieces do you wish?*
6. Whoever the "counter" taps last would give a number between 1 and 20. Then the "counter" would again tap everyone's fists as he/she counted to the specified number.
7. Whoever the "counter" lands on has to take that fist out of the circle and place their hand behind their back.
8. Once both of your fists are tapped out, that player is out.

12. Camping Trip

Equipment Needed: No equipment needed.

Set Up Needed: No set up needed.

How to Play

1. Place all the players in a circle.
2. The Instructor or a designated player starts off with the following rhyme:
3. *I'm going on a camp trip and I'm going to bring...(at this point the person talking picks anything he/she would like to bring on the trip.) Example – A SLEEPING BAG*
4. The next player says, *I'm going on a camping trip and I'm going to bring... (at this point the person talking picks anything he/she would like to bring on the trip, but it must begin with the letter "G", since the last letter of the first person 'camping accessory' was a "G".)*
Example – GUARDIAN
5. If a player says something that starts with the proper letter, everyone says: *Okay you can bring that on our camping trip.* If a player says something that doesn't start with the proper letter, everyone says:
6. *No you can't bring that on our camping trip.*

13. Doggy Doggy

Equipment Needed: An object for the "BONE" that can easily be hidden

Set Up: No set up needed.

How to Play:

1. Designate a player to be "THE DOG".
2. Place the "BONE" behind "THE DOG", "THE DOG" sits with his/her back to the rest of the class.
3. While "THE DOG" was turned around with his/her eyes closed someone must sneak up and steal the bone and hide it somewhere on them (behind their back).
4. Then everyone says at the same time: *Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be?*
5. Then "THE DOG" has three chances to guess who took it.
6. If "THE DOG" guesses right then he/she gets to stay "THE DOG".
7. If "THE DOG" guesses wrong then the person who has the "BONE" gets to become "THE DOG"

14. Hot Potato

Equipment Needed: Ball

Set Up: No set up needed.

How to Play:

1. Place students in a long single file line down the gym or field.
2. First person in line has the ball and throws it to the next person all the way down the line.
3. If the ball is thrown to you, you must catch it.
4. Instructor will time 15 seconds.
5. When the instructor blows their whistle, the person holding the ball is out.

Tips

- After each round, let the kids change places in line to mix it up.
- Instructor may want to mix up the time too (15 seconds, then 20, then 10, etc).