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TÜRKİYE
HERKES İÇİN SPOR
FEDERASYONU



GAME OF SEASONS



GAME OF SEASONS

Welcome to
Seasonal Games Booklet

Dear Readers

This booklet is dedicated to discovering Europe's rich cultural heritage and promoting physical activity in a fun way. The project "GAME OF SEASONS / GameS", funded by the Erasmus+ Sports projects program of the European Union, aims to promote traditional games classified according to the seasons and to encourage active living among children.

This booklet offers you fun and interactive games to play in each season. Each game reflects the spirit of a different season and encourages you to enjoy the outdoors.

Together with our valuable partners from Turkey, Latvia and Bulgaria, we aim to offer you an unforgettable gaming experience. We invite you to discover the traditional games of Europe and adopt an active lifestyle.

We hope you enjoy using our booklet and that our games will provide you with a fun and healthy experience.

We wish you enjoyable reading and lots of fun games!





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SPRING GAMES





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Game 1

FIRE BALL





GAME RULES

-  **SETUP:** USE A SOFT BALL AND PLAY ON A MARKED FIELD LIKE A BASKETBALL OR VOLLEYBALL COURT. IF OUTDOORS, MARK THE FIELD WITH CONES OR TAPE.
-  **START:** ALL PLAYERS STAND INSIDE THE FIELD. THE TEACHER THROWS THE BALL INTO THE FIELD, AND PLAYERS TRY TO CATCH IT.
-  **GAMEPLAY:** CATCH THE BALL AND THROW IT TO HIT ANOTHER PLAYER. IF YOU'RE HIT BY THE BALL, STEP OUT OF THE FIELD BUT REMEMBER WHO HIT YOU.
-  **RETURN RULE:** IF THE PLAYER WHO HIT YOU GETS HIT AND STEPS OUT, YOU CAN RE-ENTER THE GAME.
-  **MOVEMENT:** YOU CAN ONLY TAKE THREE STEPS WHILE HOLDING THE BALL.
-  **CATCHING:** IF YOU CATCH THE BALL THROWN AT YOU, YOU'RE SAFE AND CAN THROW IT AT OTHERS.
-  **CONTINUOUS PLAY:** PLAYERS CAN KEEP RE-ENTERING THE GAME, MAKING IT DYNAMIC. SET A TIME LIMIT TO END THE GAME.
-  **TRACKING:** KEEP TRACK OF WHO HITS YOU OUT.
-  **THE TEACHER WILL REMIND EVERYONE TO FOLLOW THE THREE-STEP RULE WITH THE BALL.**





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Game 2

FLYPAPER!





GAME RULES

-  **SETUP:** PLAY ON A MARKED FIELD SUCH AS A BASKETBALL OR VOLLEYBALL COURT, OR MARK A FIELD OUTDOORS USING CONES OR TAPE.
-  **CHOOSING TEAMS:** AT THE START, SELECT TWO PLAYERS TO BE THE "FLYPAPER." ALL OTHER PLAYERS ARE "FLIES."
-  **STARTING THE GAME:** ON THE SIGNAL "GO," THE "FLYPAPER" PLAYERS START CHASING THE "FLIES."
-  **CATCHING FLIES:** WHEN A "FLY" IS TOUCHED BY A "FLYPAPER," THEY BECOME PART OF THE "FLYPAPER."
-  **FIELD BOUNDARIES:** ANY "FLY" WHO RUNS OUTSIDE THE FIELD AUTOMATICALLY BECOMES PART OF THE "FLYPAPER."
-  **END OF GAME:** THE GAME CONTINUES UNTIL ONLY ONE "FLY" REMAINS UNCAUGHT, OR A PRESET TIME LIMIT EXPIRES.
-  **STRATEGY:** AS THE "FLYPAPER" GROWS, IT BECOMES HARDER TO MOVE. THE TEAM MUST USE STRATEGIES LIKE BESIEGING OR CORNERING THE "FLIES" TO CATCH THEM EFFICIENTLY.
-  **THE GAME ENCOURAGES TEAMWORK AND STRATEGY AS THE "FLYPAPER" GROWS.**





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Game 3

OCTOPUS





GAME RULES



FIELD SETUP: PLAY ON A DESIGNATED FIELD LIKE A BASKETBALL OR VOLLEYBALL COURT. IF OUTDOORS, USE CONES, TAPE, OR SOMETHING SIMILAR TO MARK THE FIELD BOUNDARIES.



CHOOSING THE OCTOPUS: AT THE START, CHOOSE ONE PLAYER TO BE THE "OCTOPUS." ALL OTHER PLAYERS LINE UP AT ONE END OF THE FIELD.



STARTING THE GAME: WHEN THE TEACHER SHOUTS "OCTOPUS," ALL PLAYERS RUN TO THE OPPOSITE END OF THE FIELD.



BECOMING A JELLYFISH: IF THE "OCTOPUS" TOUCHES A PLAYER, THAT PLAYER BECOMES A "JELLYFISH." JELLYFISH MUST STAND STILL IN THE SPOT THEY WERE CAUGHT AND CAN ONLY USE THEIR ARMS TO TAG OTHERS AS THEY RUN BY.



FIELD BOUNDARIES: ANY PLAYER WHO STEPS OUTSIDE THE FIELD ALSO BECOMES A "JELLYFISH."



REPEATING THE RUN: PLAYERS REPEATEDLY RUN BACK AND FORTH ACROSS THE FIELD UNTIL ONLY ONE REMAINS UNTAGGED.



WINNING THE GAME: THE LAST PLAYER REMAINING, WHO HASN'T BEEN TAGGED IS THE WINNER. OPTIONALLY, SET A TIME LIMIT FOR THE GAME.



THIS GAME ENCOURAGES ACILITY AND STRATEGY, AS PLAYERS DODGE THE "OCTOPUS" AND "JELLYFISH" TO REMAIN UNTAGGED.





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Game 4

TUC-TUC





GAME RULES



SELECTING THE SEEKER: PLAYERS CHOOSE THE FIRST "SEEKER" AND DEFINE THE GAME AREA, LIKE A YARD OR A SECTION OF THE STREET.



SETTING UP THE BASE STATION: CHOOSE A CENTRAL POINT, LIKE A TREE, LANTERN, OR POLE, TO SERVE AS THE "BASE STATION."



STARTING THE GAME: THE "SEEKER" CLOSES THEIR EYES AT THE "BASE STATION" AND COUNTS TO A PREDETERMINED NUMBER (50, 100, ETC.), GIVING THE OTHER PLAYERS TIME TO HIDE.



SEEKING AND FINDING: AFTER COUNTING, THE "SEEKER" SEARCHES FOR THE HIDDEN PLAYERS. UPON SPOTTING A PLAYER, THE "SEEKER" MUST RUN BACK TO THE "BASE STATION," TOUCH IT, AND ANNOUNCE THE FOUND PLAYER'S NAME AND HIDING SPOT.



HIDERS' GOAL: THE "HIDERS" AIM TO SNEAK TO THE "BASE STATION" AND TOUCH IT BEFORE BEING FOUND BY THE "SEEKER." SUCCESSFUL "HIDERS" WHO REACH THE "BASE STATION" FIRST BECOME "IMMUNE" AND ARE NOT CHOSEN AS THE NEXT "SEEKER."



REACHING THE BASE STATION: IF THE "SEEKER" AND A "HIDER" RACE TO THE "BASE STATION," WHOEVER TOUCHES IT FIRST WINS THAT ROUND OF THE CHASE.



CHOOSING THE NEXT SEEKER: THE NEXT "SEEKER" CAN BE DECIDED IN TWO WAYS: A) THE FIRST PERSON FOUND BECOMES THE "SEEKER" FOR THE NEXT ROUND, OR B) A DRAW AMONG THOSE WHO WERE FOUND. IF NO ONE IS FOUND (ALL "HIDERS" REACH THE "BASE STATION" FIRST), THE CURRENT "SEEKER" REMAINS FOR THE NEXT ROUND.



THIS GAME TESTS PLAYERS, STEALTH AND SPEED, MAKING IT A LIVELY AND ENGAGING CHALLENGE.





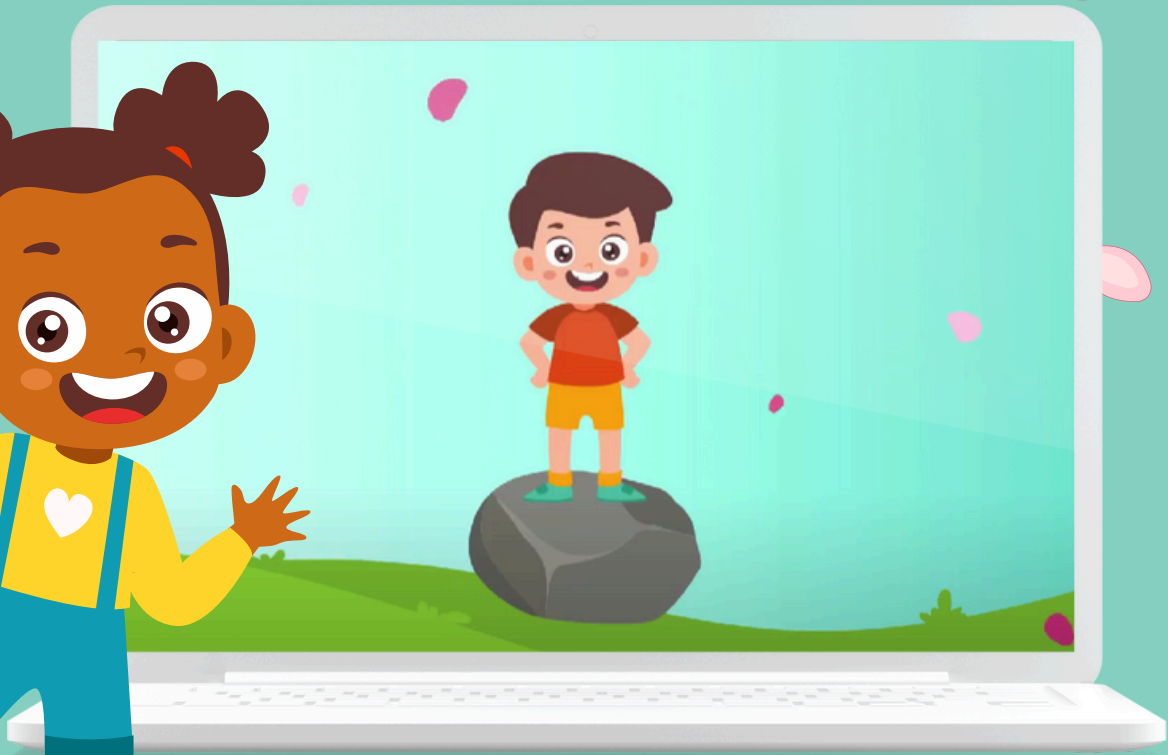
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Game - 5

HIGHER THAN GROUND





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GAME RULES



CHOOSING THE CATCHER: PLAYERS START BY SELECTING THE FIRST "CATCHER."



CATCHING TASK: THE "CATCHER'S" JOB IS TO CATCH OTHER PARTICIPANTS BY TOUCHING THEM.



CHANGING THE CATCHER: ONCE A PLAYER IS TOUCHED BY THE "CATCHER," THEY BECOME THE NEW "CATCHER" AND TRY TO CATCH OTHERS.



GAINING IMMUNITY: PARTICIPANTS CAN GAIN A BRIEF "IMMUNITY" BY STEPPING ONTO SOMETHING ELEVATED FROM THE GROUND, LIKE A ROCK OR A BENCH. THEY CAN STAY ON THIS SAFE SPOT FOR A MAXIMUM OF 5 SECONDS. DURING THIS TIME, THE "CATCHER" MUST FIND SOMEONE ELSE TO CATCH.



ENDING THE GAME: THERE IS NO SET END TIME FOR THE GAME. PLAYERS CAN DECIDE WHEN TO STOP PLAYING.



THIS GAME ENCOURAGES QUICK MOVEMENTS AND STRATEGIC PAUSING, PROVIDING A FUN AND ACTIVE CHALLENGE FOR ALL PLAYERS.

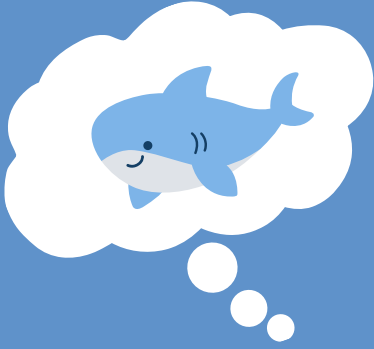




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Game 6

SHARKS



LONLEY ISLAND



GAME RULES



SETTING UP THE FIELD: USE A STANDARD BASKETBALL OR VOLLEYBALL COURT, OR IF PLAYING OUTDOORS, LIKE ON A BEACH, DRAW THE FIELD IN THE SAND. YOU'LL ALSO NEED A "LONELY ISLAND," WHICH CAN BE A GYMNASTICS RING OR A CIRCLE DRAWN IN THE SAND.



NUMBER OF PLAYERS: THE GAME IS BEST WITH 15-30 PLAYERS, MAKING IT MORE EXCITING AND CHALLENGING.



CHOOSING THE SHARKS: AT THE START OF THE GAME, SELECT TWO PLAYERS TO BE THE "SHARKS."



STARTING THE GAME: ON THE SIGNAL "GO," THE SHARKS, WHO MUST HOLD HANDS, BEGIN CHASING THE OTHER PLAYERS.



GETTING CAUGHT: PLAYERS TOUCHED BY THE SHARKS MUST GO TO THE "LONELY ISLAND."



CREATING NEW SHARKS: ONCE THERE ARE TWO PLAYERS ON THE LONELY ISLAND, THEY PAIR UP AND BECOME NEW SHARKS, JOINING THE ORIGINAL SHARKS IN CATCHING THE OTHERS.



WINNING THE GAME: THE LAST PLAYER REMAINING WHO HAS NOT BEEN CAUGHT BY THE SHARKS WINS THE GAME.



THIS GAME INVOLVES STRATEGY, ACILITY, AND TEAMWORK, AS PLAYERS NAVIGATE THE FIELD TRYING TO AVOID BEING CAUGHT.



LONLEY ISLAND



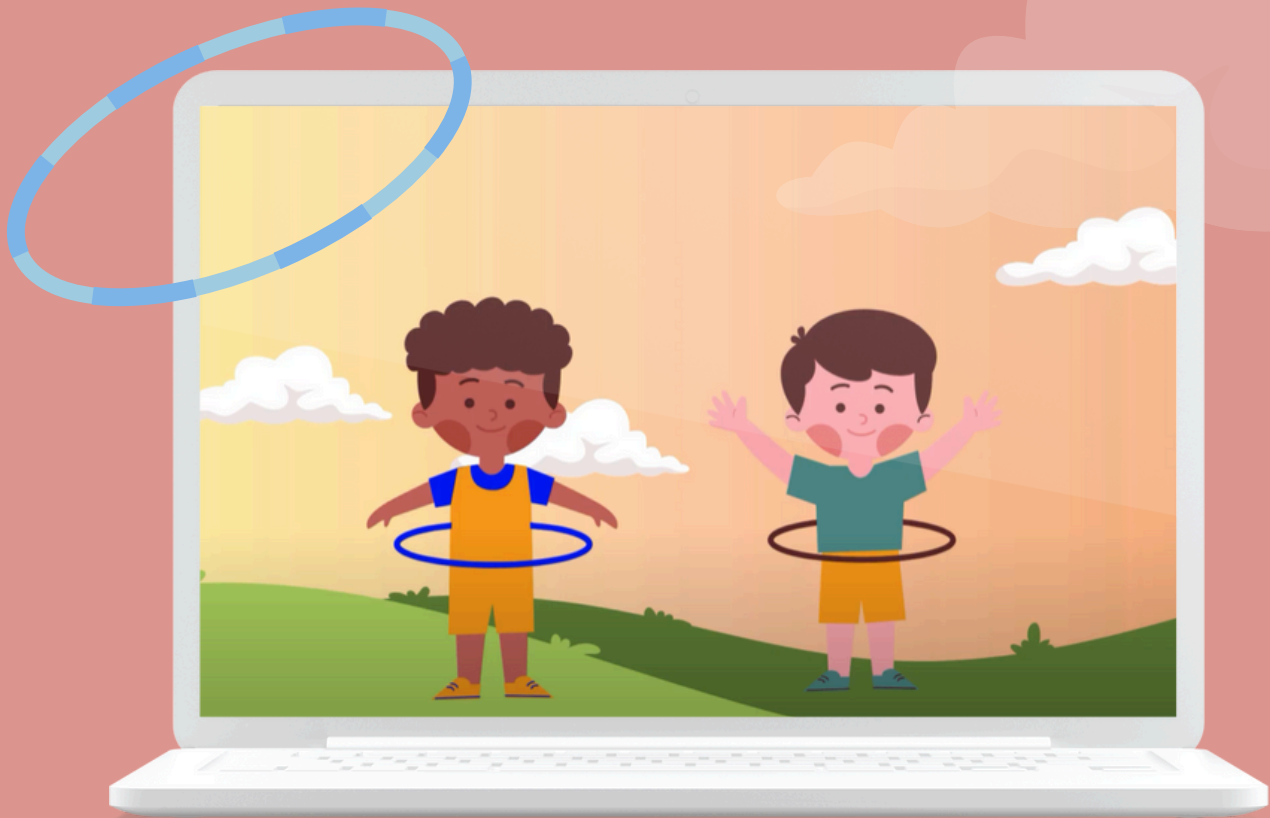
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Game 7

RUNNING BASKETS





GAME RULES

SETTING UP THE FIELD: USE A STANDARD BASKETBALL OR VOLLEYBALL COURT, OR IF PLAYING OUTDOORS, LIKE ON A BEACH, DRAW THE FIELD IN THE SAND.

EQUIPMENT NEEDED: GATHER 4-6 GYMNASTIC RINGS AND SMALL PLASTIC BALLS OR PINE CONES. THE NUMBER OF BALLS NEEDED IS THE TOTAL NUMBER OF PLAYERS MINUS THE NUMBER OF RINGS. FOR EXAMPLE, IF 20 KIDS ARE PLAYING, AND 5 ARE RING HOLDERS, YOU'LL NEED 15 BALLS.

DISTRIBUTING EQUIPMENT: EVERY FOURTH TO SIXTH PLAYER RECEIVES A GYMNASTIC RING, STEPS INTO IT, AND HOLDS IT AT HIP HEIGHT.

ROLE OF OTHER PLAYERS: ALL OTHER PLAYERS ARE GIVEN A SMALL PLASTIC BALL OR PINE CONE.

OBJECTIVE FOR BALL HOLDERS: THE GOAL FOR PLAYERS WITH BALLS IS TO THROW THEIR BALL THROUGH ANY OF THE RINGS.

RING HOLDERS' DEFENSE: PLAYERS HOLDING RINGS CAN RUN OR MOVE THEIR RINGS TO DODGE INCOMING BALLS.

WHEN A BALL PASSES THROUGH A RING: IF A BALL SUCCESSFULLY PASSES THROUGH A RING, THE RING HOLDER STOPS, PLACES THE RING ON THE GROUND, CROSSES THEIR HANDS ON THEIR CHEST, AND REMAINS OUT FOR THE REST OF THE GAME.

ENDING THE GAME: THE GAME ENDS WHEN ALL RINGS ARE DOWN OR ONLY ONE RING HOLDER REMAINS, WHO IS THEN DECLARED THE WINNER.

THIS GAME COMBINES ACILITY, STRATEGY, AND ACCURACY, MAKING IT FUN AND ENGAGING FOR ALL PLAYERS.



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Game 8

HIDE AND SEEK





GAME RULES



SETTING BOUNDARIES: FIRST, DEFINE THE PLAYING AREA. THIS COULD BE INDOORS LIKE A SPECIFIC ROOM OR OUTDOORS LIKE A BACKYARD. ENSURE ALL PLAYERS KNOW THE BOUNDARIES AND ANY AREAS THAT ARE OFF-LIMITS.



CHOOSING A SEEKER: SELECT THE FIRST SEEKER EITHER THROUGH A RANDOM CHOICE OR BY TAKING TURNS.



COUNTING AND HIDING:

- THE SEEKER COVERS THEIR EYES AT A HOME BASE, FACES A WALL, AND COUNTS TO A PREDETERMINED NUMBER (USUALLY 10 OR 20), GIVING THE HIDERS TIME TO FIND SPOTS WITHIN THE DESIGNATED BOUNDARIES.
- HIDERS MUST QUIETLY FIND AND SETTLE INTO THEIR HIDING SPOTS DURING THIS COUNT.



SEEKING:

- AFTER COUNTING, THE SEEKER ANNOUNCES, "READY OR NOT, HERE I COME!" AND STARTS SEARCHING FOR THE HIDERS.
- THE SEEKER LOOKS AROUND THE PLAYING AREA, TRYING TO FIND WHERE THE HIDERS ARE CONCEALED.



FINDING HIDERS: IF THE SEEKER SPOTS A HIDER, THEY CALL OUT THEIR NAME OR SAY, "I SEE YOU!" ONCE FOUND, HIDERS USUALLY JOIN THE SEEKER IN SEARCHING FOR OTHERS.



ENDING THE GAME:

- THE GAME ENDS WHEN ALL HIDERS ARE FOUND, A PREDETERMINED TIME LIMIT IS REACHED, OR IF HIDERS ARE UNACCOUNTED FOR, THE SEEKER CAN CALL OUT, "OLLY, OLLY OXEN FREE!" TO SIGNAL THE GAME IS OVER AND IT'S SAFE FOR HIDERS TO RETURN WITHOUT BEING TACED.
- THE LAST HIDER FOUND TYPICALLY BECOMES THE SEEKER FOR THE NEXT ROUND.



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Game 9

GARDEN POWER





GAME RULES



SETUP: PREPARE A COURSE WITH VARIOUS DRAWN SECTIONS INCLUDING CIRCLES, SMALL FLOWER DRAWINGS LEADING TO A BIG FLOWER, A TRADITIONAL HOPSCOTCH GRID, AND A FINAL SECTION CALLED 'THE GARDEN OF FLOWERS.'



STARTING THE GAME: EACH PLAYER TAKES TURNS. THE FIRST STEP INVOLVES HOPPING ON ONE FOOT FROM CIRCLE TO CIRCLE, STARTING WITH THE FIRST CIRCLE AND CONTINUING TO EACH SUBSEQUENT CIRCLE.



FOLLOWING THE FLOWER PATH: AFTER THE CIRCLES, PLAYERS FOLLOW A PATH MARKED BY SMALL FLOWER DRAWINGS UNTIL THEY REACH A LARGE FLOWER DRAWING.



BIG FLOWER CHALLENGE: AT THE BIG FLOWER, PLAYERS MUST SPIN AROUND 360 DEGREES THREE TIMES BEFORE MOVING ON.



HOPSCOTCH GRID: PLAYERS THEN PROCEED TO A HOPSCOTCH GRID, WHERE THEY MUST HOP INTO EACH PAIR OF SQUARES WITH BOTH FEET, MOVING FROM THE START TO THE END OF THE GRID.



THE GARDEN OF FLOWERS: THE FINAL CHALLENGE IS 'THE GARDEN OF FLOWERS,' WHERE PLAYERS STEP ON EACH FLOWER IN THE ROWS AND MUST WALK LIKE A PENGUIN WHILE STEPPING FROM ONE FLOWER TO THE NEXT.



FINISHING THE GAME: THE GAME ENDS WHEN ALL PLAYERS HAVE COMPLETED THE COURSE.



DETERMINING THE WINNER: THE WINNER CAN BE DECIDED BASED ON WHO FINISHES WITH THE FEWEST MISTAKES OR IN THE SHORTEST TIME.



THIS OUTDOOR GAME COMBINES CLASSIC HOPSCOTCH WITH FUN AND CREATIVE PHYSICAL CHALLENGES, MAKING IT ENJOYABLE FOR KIDS OF ALL AGES



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Game 10

NATURE MEMORY GAME





GAME RULES



MATERIALS NEEDED:

- PREPARE A BAG FILLED WITH BASIC NATURAL MATERIALS, SUCH AS ROCKS AND LEAVES.
- HAVE A BASKET AVAILABLE WHERE ITEMS WILL BE DISPLAYED.



STARTING THE GAME:

- THE FIRST CHILD TAKES AN ITEM FROM THE BAG, FOR EXAMPLE, A ROCK, AND ANNOUNCES, "I FOUND A ROCK IN THE FOREST."
- THEY THEN PLACE THE ROCK IN THE BASKET WHERE EVERYONE CAN SEE IT.



CONTINUING THE GAME:

- THE NEXT CHILD TAKES AN ITEM, LIKE A LEAF, AND SAYS, "WE SAW A ROCK AND A LEAF IN THE FOREST," REFERENCING BOTH THE NEW ITEM AND THE ITEMS ALREADY MENTIONED AND PLACED IN THE BASKET.
- THIS CHILD THEN PLACES THE LEAF IN THE BASKET.



MEMORY CHALLENGE:

- THIS PROCESS CONTINUES WITH EACH CHILD TAKING TURNS TO DRAW AN ITEM FROM THE BAG, RECITING THE SEQUENCE OF ALL ITEMS PREVIOUSLY MENTIONED BEFORE ADDING THEIR OWN, AND THEN PLACING THEIR ITEM IN THE BASKET.
- OTHER PLAYERS TRY TO REMEMBER THE SEQUENCE IN WHICH EACH MATERIAL WAS TAKEN AND PLACED.



REORDERING THE ITEMS: ONCE ALL ITEMS HAVE BEEN PLACED IN THE BASKET AND ALL TURNS ARE COMPLETE, CHILDREN ATTEMPT TO ARRANGE THE ITEMS OUTSIDE OF THE BASKET IN THE CORRECT ORDER THEY WERE MENTIONED.



ENDING THE GAME: THE GAME ENDS WHEN ALL ITEMS ARE CORRECTLY SEQUENCED. OPTIONALLY, YOU CAN CHALLENGE THE CHILDREN TO REPEAT THE MEMORY SEQUENCE WITHOUT LOOKING AT THE BASKET FOR ADDED DIFFICULTY.





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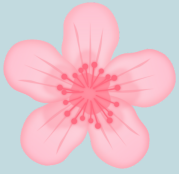
Game 11

SKITTLES

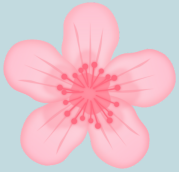




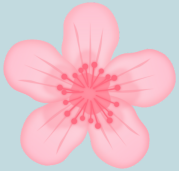
GAME RULES



EQUIPMENT NEEDED: YOU'LL NEED TWO STICKS – ONE LONG AND ONE SHORT. PLACE THE SHORT STICK ON THE GROUND.



OBJECTIVE: THE MAIN GOAL IS TO THROW THE LONG STICK AT THE SHORT STICK TO MAKE THE SHORT STICK FLY AS FAR AS POSSIBLE.



TAKING TURNS: EACH PLAYER TAKES TURNS THROWING THE LONG STICK AT THE SHORT STICK. IF A PLAYER MISSES THE SHORT STICK THREE TIMES IN A ROW, IT'S THE NEXT PLAYER'S TURN.



WINNING THE GAME: THE PLAYER WHO MANAGES TO THROW THE SHORT STICK THE FARTHEST DISTANCE WINS.



THIS GAME TESTS ACCURACY AND THROWING SKILLS, PROVIDING A FUN AND COMPETITIVE OUTDOOR ACTIVITY.





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Game 12

NIGHTINGALE IN THE CAGE





GAME RULES



FORMING THE CAGE: PLAYERS JOIN HANDS TO FORM A CIRCLE, WHICH ACTS AS THE 'NIGHTINGALE CAGE.'



CHOOSING NIGHTINGALES: SELECT TWO OR THREE PLAYERS TO BE 'NIGHTINGALES' WHO WILL START INSIDE THE CIRCLE.



STARTING THE GAME: THE PLAYERS IN THE CIRCLE CHANT, "THE NIGHTINGALE IS IN THE CAGE," AND THEN BRIEFLY LET GO OF EACH OTHER'S HANDS.



NIGHTINGALES' ESCAPE: DURING THIS CHANT, THE NIGHTINGALES ATTEMPT TO ESCAPE THE CIRCLE BY SLIPPING THROUGH THE GAPS.



CLOSING THE CAGE: IMMEDIATELY AFTER LETTING GO, THE PLAYERS MUST QUICKLY RECONNECT HANDS TO CLOSE THE CAGE AND PREVENT THE NIGHTINGALES FROM ESCAPING.



WINNING THE GAME: NIGHTINGALES WHO SUCCESSFULLY ESCAPE FROM THE CAGE ARE THE WINNERS.



THIS GAME TESTS THE REFLEXES AND TEAMWORK OF THE PLAYERS FORMING THE CAGE, WHILE OFFERING NIGHTINGALES A CHALLENGE TO ESCAPE SWIFTLY AND CLEVERLY.





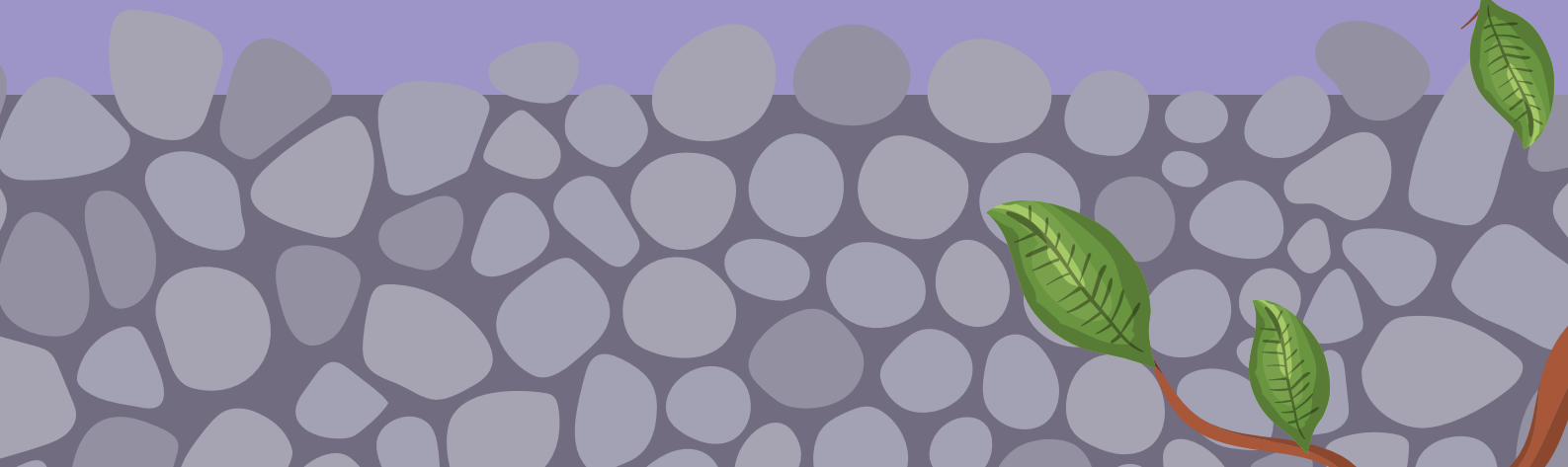
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Game 13

LEAP-FROG





GAME RULES

CHOOSING A PLAYER: AT THE START OF THE GAME, SELECT ONE PLAYER TO BEGIN AS THE FIRST JUMPER.

POSITIONING: THE OTHER PLAYERS LINE UP 20 TO 25 STEPS AWAY FROM THE CHOSEN PLAYER, SPACED 3 TO 4 STEPS APART FROM EACH OTHER.

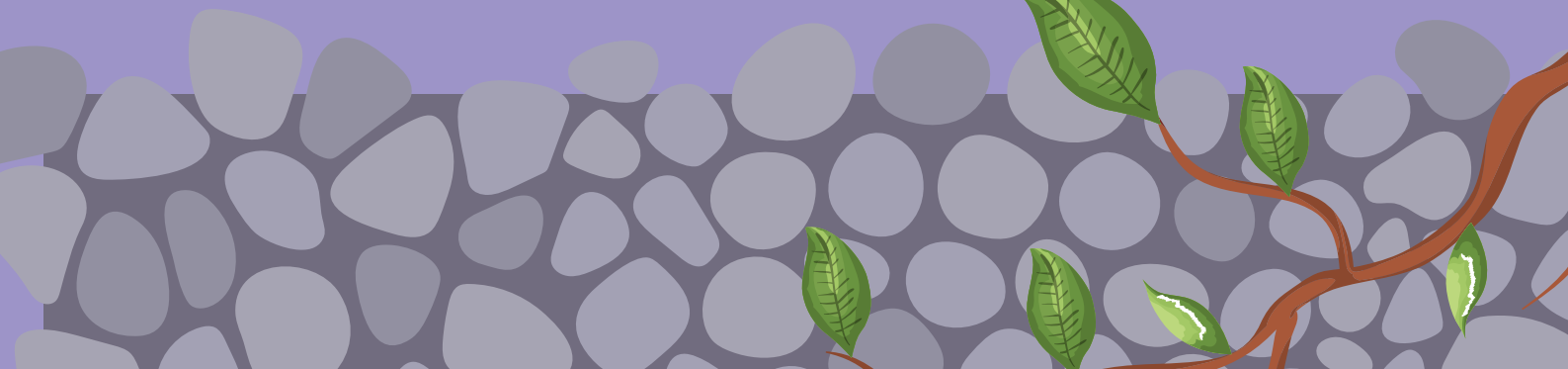
JUMPING OVER: THE FIRST PLAYER RUNS UP AND LEAPS OVER THE NEAREST PLAYER (WHO IS STANDING WITH A HUNCHED BACK), SAYING "LEAP-FROC" AS THEY JUMP.

FORMATION CHANGE: AFTER JUMPING, THE JUMPER MOVES FORWARD 3 TO 4 STEPS, THEN BENDS DOWN AND HUNCHES THEIR BACK, BECOMING THE NEW LEAP-FROC TARGET.

CONTINUING THE GAME: EACH SUBSEQUENT PLAYER TAKES THEIR TURN TO LEAP OVER THE PLAYER IN FRONT OF THEM, THEN MOVES FORWARD, BENDS DOWN, AND ASSUMES THE HUNCHED POSITION.

ENDING THE GAME: THE GAME ENDS WHEN THE LAST PLAYER IN THE LINE HAS JUMPED OVER ALL OTHER PLAYERS.

THIS CLASSIC PLAYGROUND GAME ENCOURAGES PHYSICAL ACTIVITY AND COORDINATION, PROVIDING FUN AND EXERCISE FOR PLAYERS OF ALL AGES.





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Game 14

STOP





GAME RULES



FORMING A CIRCLE: THE CHILDREN FORM A CIRCLE AND SELECT ONE PLAYER TO START AS THE THROWER.



STARTING THE GAME: THE THROWER TOSSES THE BALL UPWARD WHILE CALLING OUT A SPECIFIC CHILD'S NAME.



CATCHING AND CALLING: THE CHILD WHOSE NAME IS CALLED MUST CATCH THE BALL. IF SUCCESSFUL, THEY BECOME THE NEW THROWER, TOSS THE BALL UP, AND CALL ANOTHER NAME.



MISSING THE CATCH: IF A CHILD FAILS TO CATCH THE BALL, THEY SHOUT "STOP" WHILE PICKING UP THE BALL. ALL PLAYERS MUST FREEZE WHERE THEY ARE.



COLOR CALL: THE THROWER THEN ANNOUNCES A COLOR, AND ALL PLAYERS MUST QUICKLY TOUCH AN ITEM OF THAT COLOR.



SAFETY AND TAGGING: PLAYERS WHO TOUCH THE CORRECT COLOR ARE SAFE AND CANNOT BE TAGGED. IF THE THROWER TAGS A PLAYER WHO HASN'T TOUCHED THE CORRECT COLOR, THAT PLAYER BECOMES THE NEW THROWER.



THREE TAGS AND YOU'RE OUT: BEING TAGGED THREE TIMES MEANS THAT PLAYER IS OUT OF THE GAME.



THIS GAME COMBINES ELEMENTS OF CATCH, TAG, AND QUICK THINKING, MAKING IT ENGAGING AND ENERGETIC FOR CHILDREN.



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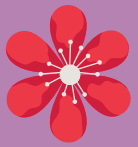
Game 15

HANDKERCHIEF SNATCH

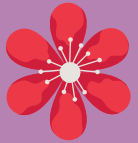




GAME RULES



TEAM FORMATION: DIVIDE PLAYERS INTO TWO TEAMS, TEAM A AND TEAM B. EACH TEAM LINES UP SIDE BY SIDE, FACING EACH OTHER WITH ABOUT TEN STEPS IN BETWEEN.



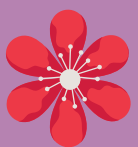
NEUTRAL PLAYER'S ROLE: A NEUTRAL PLAYER STANDS IN THE MIDDLE BETWEEN THE TWO TEAMS HOLDING A HANDKERCHIEF.



STARTING THE GAME: ON THE NEUTRAL PLAYER'S SIGNAL, THE FIRST PLAYER FROM EACH TEAM RACES TOWARDS THE NEUTRAL PLAYER TO GRAB THE HANDKERCHIEF.



SNATCHING THE HANDKERCHIEF: THE GOAL IS TO GRAB THE HANDKERCHIEF AND RETURN TO YOUR TEAM WITHOUT BEING TAGGED BY THE OPPOSING PLAYER.



TAGGING RULES: IF THE OTHER PLAYER GRABS THE HANDKERCHIEF FIRST, ATTEMPT TO TAG THEM BEFORE THEY CAN RUN BACK TO THEIR TEAM. IF TAGGED, THAT PLAYER IS OUT OF THE GAME.



CONTINUING THE GAME: THE GAME CONTINUES WITH THE NEXT PLAYERS IN LINE FROM EACH TEAM, REPEATING THE PROCESS.



WINNING THE GAME: THE GAME ENDS WHEN ONE TEAM HAS MORE PLAYERS REMAINING, DECLARING THEM THE WINNERS.



THIS GAME TESTS SPEED, ACILITY, AND STRATEGY, AS PLAYERS MUST DECIDE QUICKLY WHETHER TO FOCUS ON GRABBING THE HANDKERCHIEF OR TAGGING THEIR OPPONENT.





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BONUS GAME

FERRIS WHEEL





GAME RULES



SETUP: ONE CHILD IS DESIGNATED AS THE LEADER AND GIVEN A LONG STICK TO SPIN ON THE GROUND.



HOW TO PLAY:

- THE OTHER CHILDREN MOVE AROUND THE SPINNING STICK, TRYING NOT TO STEP ON IT.
- WHILE THE STICK IS SPINNING, THE LEADER AT ANY MOMENT CAN BLOW A WHISTLE.



OBJECTIVE: WHEN THE WHISTLE BLOWS, ALL CHILDREN MUST RUN TOWARD A SPECIFIC TARGET DESIGNATED BY THE TEACHER, WHILE THE LEADER CONTINUES TO SPIN THE STICK.



ELIMINATION: THE LAST CHILD TO REACH THE TARGET OR THE ONE STILL STANDING NEAR THE SPINNING STICK IS ELIMINATED FROM THE ROUND.



WINNING THE GAME: THE GAME CONTINUES IN ROUNDS UNTIL ONLY ONE CHILD REMAINS. THIS CHILD, BEING THE QUICKEST AND BEST AT MAINTAINING BALANCE, WINS THE GAME.



THIS GAME IS GREAT FOR KIDS AS IT COMBINES FUN WITH PRACTICING BALANCE AND QUICK REACTION SKILLS.





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SUMMER GAMES





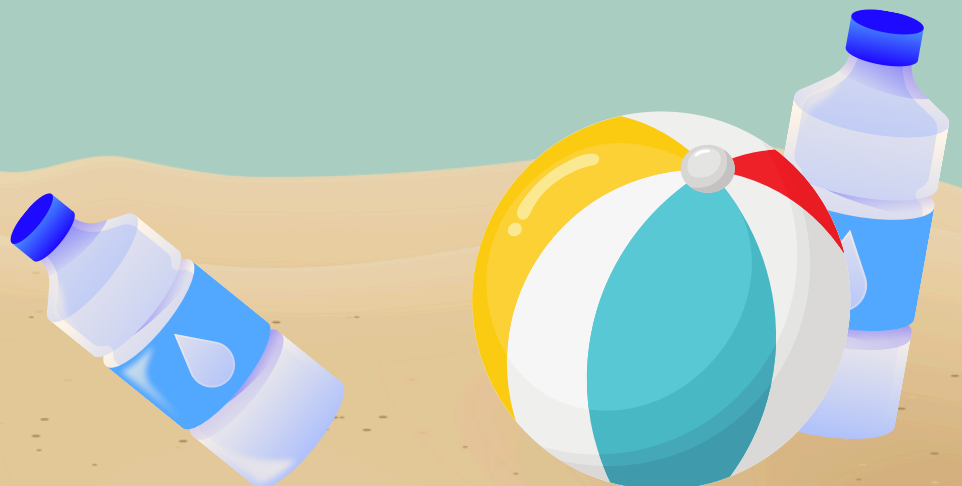
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Game 16

BEACH BOWLING





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GAME RULES



MATERIALS NEEDED: GATHER A BALL AND 10 EMPTY PLASTIC BOTTLES. ALTERNATIVELY, FOR A FUN VARIATION, YOU CAN USE SAND TO BUILD TOWERS INSTEAD OF USING BOTTLES.



SETUP: ARRANGE THE PLASTIC BOTTLES OR SAND TOWERS IN A TRIANGLE FORMATION.



FORMING TEAMS: DIVIDE THE CHILDREN INTO TWO TEAMS.



PLAYING THE GAME: THE OBJECTIVE IS TO KNOCK OVER ALL THE BOTTLES OR SAND TOWERS USING AS FEW THROWS OF THE BALL AS POSSIBLE.



ROUNDS: DECIDE ON THE NUMBER OF ROUNDS TO PLAY IN ADVANCE—COMMON CHOICES ARE 5 OR 10 ROUNDS.



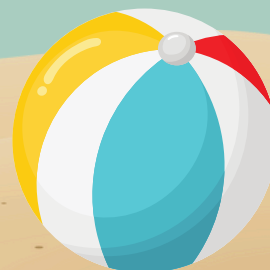
SCORING: EACH TEAM KEEPS TRACK OF THE TOTAL NUMBER OF THROWS THEY TAKE TO KNOCK OVER THE BOTTLES EACH ROUND. THE TEAM WITH THE LOWEST TOTAL SCORE AT THE END OF ALL ROUNDS WINS.



NO SPECIAL EQUIPMENT NEEDED: ONE OF THE BENEFITS OF BEACH BOWLING IS THAT NO SPECIAL SHOES OR EQUIPMENT ARE REQUIRED, MAKING IT EASY AND ACCESSIBLE.



THIS GAME ENCOURAGES TEAMWORK AND PRECISION AND CAN BE A FUN AND ENGAGING ACTIVITY ON THE BEACH OR ANY SUITABLE OUTDOOR AREA.





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Game 17

SAND DARTS GAME





GAME RULES



MATERIALS NEEDED: GATHER SMALL BALLS, PEBBLES, OR SEASHELLS FOR THROWING.



SETTING UP THE TARGET:

- **OPTION 1:** DRAW A TARGET IN THE SAND WITH CONCENTRIC CIRCLES, SIMILAR TO A DARTBOARD, USING YOUR FINGER OR A SEASHELL.
- **OPTION 2:** DIG A HOLE IN THE SAND TO USE AS THE TARGET.



GAME PLAY:

- **FOR THE DRAWN TARGET:** PLAYERS TAKE TURNS THROWING THEIR CHOSEN ITEMS TOWARD THE TARGET. POINTS ARE AWARDED BASED ON HOW CLOSE TO THE CENTER EACH ITEM LANDS. THE PLAYER WITH THE MOST POINTS WINS.
- **FOR THE HOLE TARGET:** PLAYERS ATTEMPT TO THROW THEIR PEBBLES INTO THE HOLE. THE WINNER IS THE PLAYER WHO GETS THE MOST PEBBLES INTO THE HOLE WITH THE FEWEST THROWS.

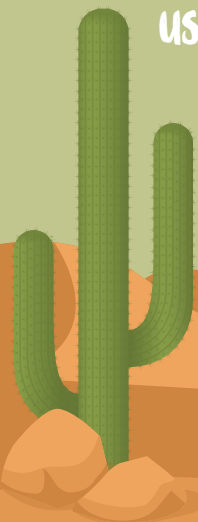


DETERMINING THE WINNER:

- **DRAWN TARGET GAME:** THE WINNER IS THE PERSON WHO SCORES THE MOST POINTS BY LANDING THEIR PEBBLES CLOSEST TO THE CENTER.
- **HOLE TARGET GAME:** THE WINNER IS THE ONE WHO SUCCESSFULLY THROWS THE MOST PEBBLES INTO THE HOLE USING THE FEWEST ATTEMPTS.



THIS GAME CAN BE A FUN BEACH ACTIVITY THAT TESTS PLAYERS' AIM AND PRECISION, OFFERING DIFFERENT CHALLENGES BASED ON THE TYPE OF TARGET USED.





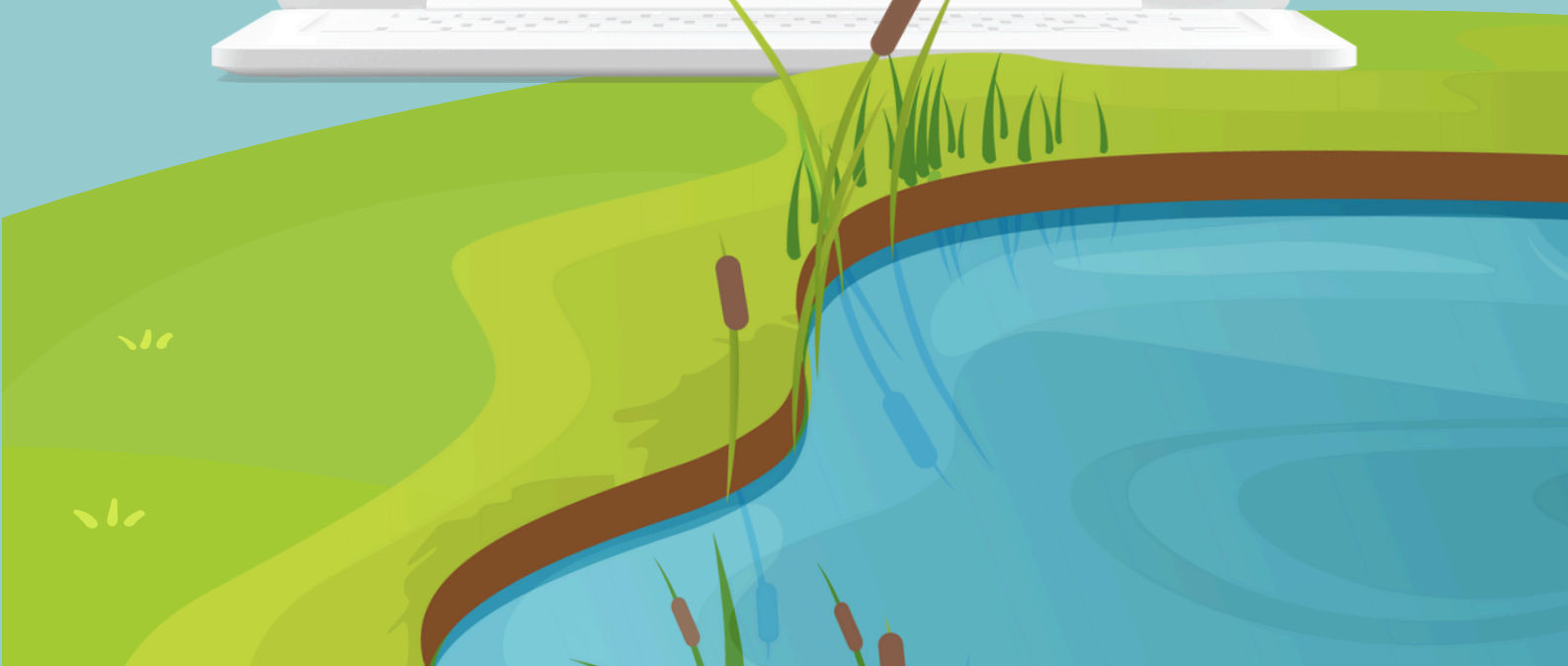
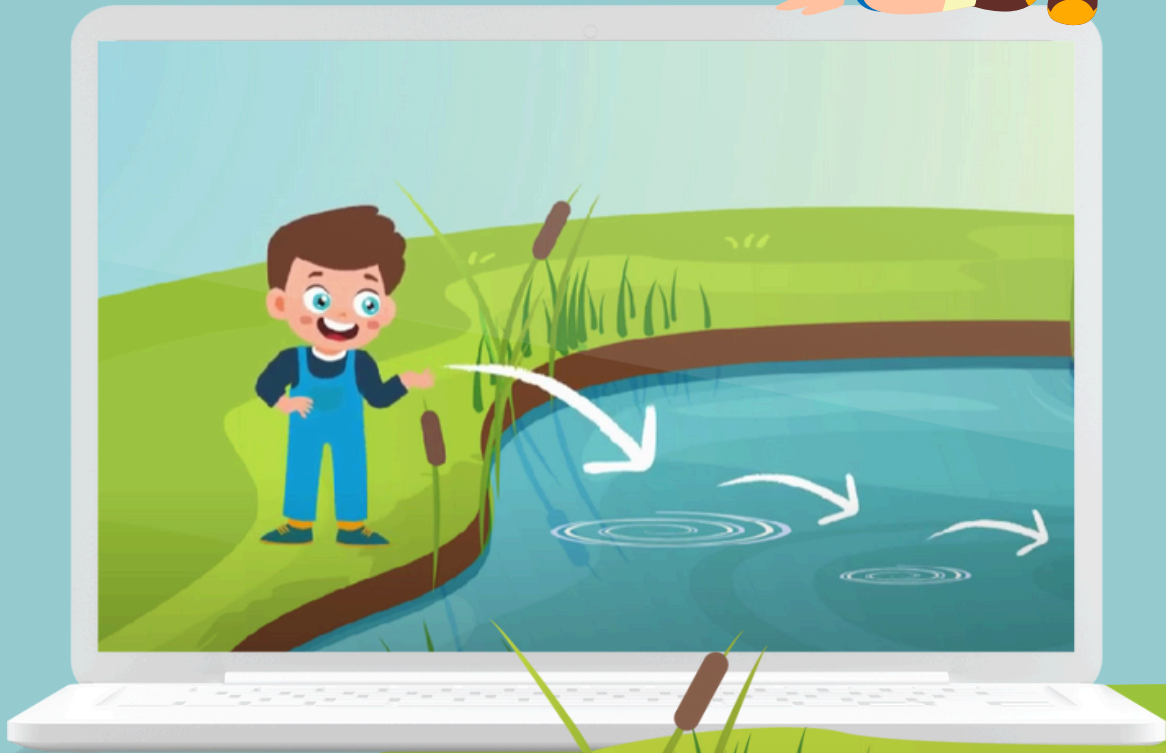
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Game 18

FROGS





GAME RULES



MATERIALS NEEDED: GATHER FLAT PEBBLES OR SEASHELLS THAT ARE IDEAL FOR SKIPPING.



SETTING UP THE TARGET: THE GOAL IS TO THROW YOUR STONE OR SHELL SO THAT IT BOUNCES ON THE WATER'S SURFACE AS MANY TIMES AS POSSIBLE BEFORE SINKING.



HOW TO PLAY:

- STAND BY THE WATER'S EDGE.
- HOLD YOUR STONE OR SHELL FLAT BETWEEN YOUR THUMB AND FOREFINGER.
- FLICK YOUR WRIST TO THROW THE STONE SIDEWAYS ONTO THE WATER, AIMING FOR A LOW ANGLE TO MAXIMIZE BOUNCES.



SCORING:

- CASUAL PLAY: SIMPLY OBSERVE AND COUNT HOW MANY TIMES THE STONE BOUNCES WITH EACH THROW.
- COMPETITION MODE: EACH PLAYER GETS A SET NUMBER OF THROWS (E.G., FIVE). COUNT THE TOTAL NUMBER OF BOUNCES FROM ALL THROWS TO DETERMINE THE WINNER.



THE PLAYER WHOSE STONE SKIPS THE MOST TIMES ACROSS THE WATER IN THEIR TOTAL THROWS IS THE WINNER.



THIS GAME IS A FUN WAY TO PRACTICE HAND-EYE COORDINATION AND ENJOY THE PHYSICS OF WATER AND MOTION, PERFECT FOR BEACH OUTINGS OR LAKESIDE GATHERINGS.





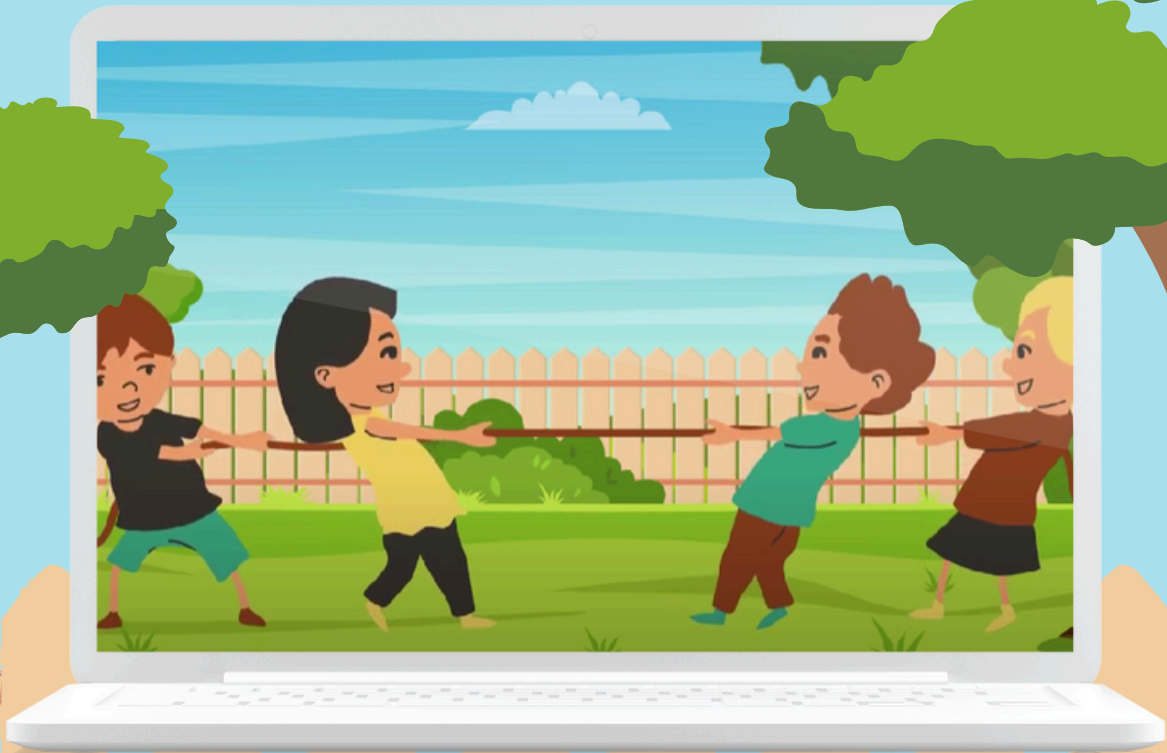
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Game 19

TUG OF WAR





GAME RULES

MATERIALS NEEDED: YOU WILL NEED A LONG ROPE.

TEAM FORMATION: DIVIDE THE PARTICIPANTS INTO TWO TEAMS, ARRANGING THEM EVENLY ON BOTH SIDES OF THE ROPE. PLACE SMALLER OR WEAKER PLAYERS IN THE MIDDLE AND STRONGER PLAYERS AT THE ENDS FOR BALANCE.

SETTING UP THE GAME:

- LAY THE ROPE ON THE GROUND AND MARK A LINE IN THE MIDDLE, EITHER WITH A PIECE OF CHALK, TAPE, OR BY PLACING AN OBJECT.
- EXTEND THE ROPE SO THAT EACH TEAM IS ON ONE SIDE OF THE MARKED LINE.

STARTING THE GAME: ON THE SIGNAL (SOMEONE SHOUTING "GO"), BOTH TEAMS START PULLING THE ROPE AS HARD AS THEY CAN TOWARDS THEIR SIDE.

WINNING THE GAME: THE GAME CONTINUES UNTIL ONE TEAM IS PULLED OVER THE MARKED LINE, INDICATING THAT THE OTHER TEAM HAS WON.

"TUG OF WAR" IS A CLASSIC TEST OF STRENGTH AND TEAMWORK, IDEAL FOR BOTH CHILDREN AND ADULTS, PROVIDING A PHYSICAL AND FUN CHALLENGE.



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Game 20

SACK RACE





GAME RULES



MATERIALS NEEDED: GATHER POTATO SACKS OR SIMILAR SACKS FOR EACH PARTICIPANT. PILLOWCASES CAN ALSO BE USED IF SACKS ARE NOT AVAILABLE.



GETTING READY: PARTICIPANTS EACH PUT BOTH LEGS INSIDE A SACK, PULLING IT UP TO AROUND THEIR WAIST.



STARTING THE RACE: LINE UP ALL PARTICIPANTS AT A DESIGNATED STARTING POINT.



HOW TO RACE: ON A GIVEN SIGNAL (LIKE SOMEONE SHOUTING "GO!"), PARTICIPANTS HOP FORWARD TOWARD A PREDETERMINED FINISH LINE.



WINNING THE GAME: THE FIRST PERSON TO HOP ACROSS THE FINISH LINE WHILE STAYING IN THEIR SACK WINS THE RACE.



THE SACK RACE IS A FUN AND ENERGETIC GAME THAT CHALLENGES BALANCE AND COORDINATION, PERFECT FOR OUTDOOR GATHERINGS AND EVENTS.





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Game 21

BUCKET GAME





GAME RULES



MATERIALS NEEDED: YOU WILL NEED LARGE PLASTIC CUPS, ONE FOR EACH PARTICIPANT, AND ONE CUP FILLED WITH WATER.



SETTING UP: LINE UP THE CHILDREN IN A SINGLE FILE, EACH HOLDING AN EMPTY PLASTIC CUP. THE FIRST PERSON IN LINE RECEIVES THE CUP FILLED WITH WATER.



BLINDFOLD THE PARTICIPANTS: PLACE BLINDFOLDS ON ALL PARTICIPANTS TO ADD A CHALLENGE.



GAME OBJECTIVE: THE GOAL IS TO TRANSFER THE WATER FROM THE FIRST PERSON'S CUP TO THE NEXT PERSON'S CUP BY POURING IT OVER THEIR HEAD INTO THE CUP HELD BY THE PERSON DIRECTLY BEHIND THEM, WITHOUT TURNING AROUND TO LOOK.



ENDING THE GAME: THE LAST PERSON IN LINE POURS THE REMAINING WATER INTO A BUCKET.



DISCUSSION: AFTER THE GAME, DISCUSS HOW WELL THE WATER WAS TRANSFERRED AND WHO MIGHT HAVE SPILLED THE MOST, FOCUSING ON THE IMPORTANCE OF COMMUNICATION AND COORDINATION.



THIS GAME IS A FUN WAY TO BUILD TEAMWORK, ATTENTION SKILLS, AND COORDINATION AMONG PLAYERS.





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Game 22

WATER BALLOON





GAME RULES



FORMING TEAMS: DIVIDE THE PLAYERS INTO TWO TEAMS.



EQUIPMENT NEEDED: EACH TEAM NEEDS A BUCKET AND SEVERAL WATER BALLOONS.



PLAYING THE GAME:

- POSITION TEAMS AT A REASONABLE DISTANCE FROM EACH OTHER SO THEY CAN COMFORTABLY THROW WATER BALLOONS TO THE OPPOSING TEAM.
- ON THE SIGNAL, PLAYERS START THROWING WATER BALLOONS AT THE OPPOSING TEAM WHILE TRYING TO CATCH THOSE THROWN AT THEM.



CATCHING AND COLLECTING:

- AFTER CATCHING A WATER BALLOON, EACH PLAYER TRIES TO DEPOSIT IT INTO THEIR TEAM'S BUCKET WITHOUT POPPING IT.
- ONLY UNPOPPED BALLOONS IN THE BUCKET COUNT TOWARDS THE FINAL SCORE.



WINNING THE GAME:

- THE GAME ENDS WHEN ALL BALLOONS HAVE BEEN THROWN AND CAUGHT.
- THE TEAM WITH THE MOST UNPOPPED BALLOONS IN THEIR BUCKET WINS.



THIS GAME IS PERFECT FOR HOT DAYS, OFFERING LOTS OF LAUGHS AND A GREAT WAY TO COOL DOWN.





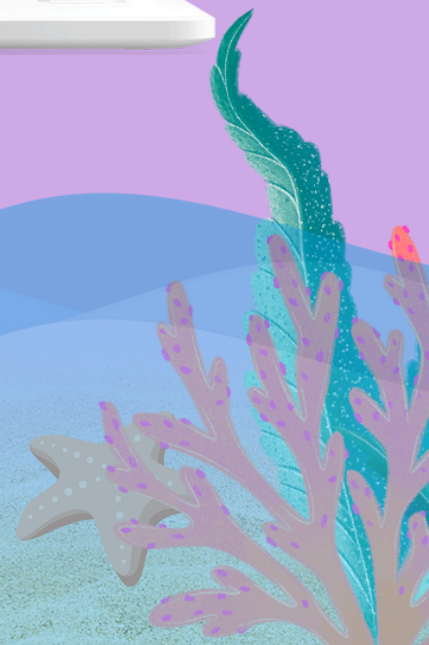
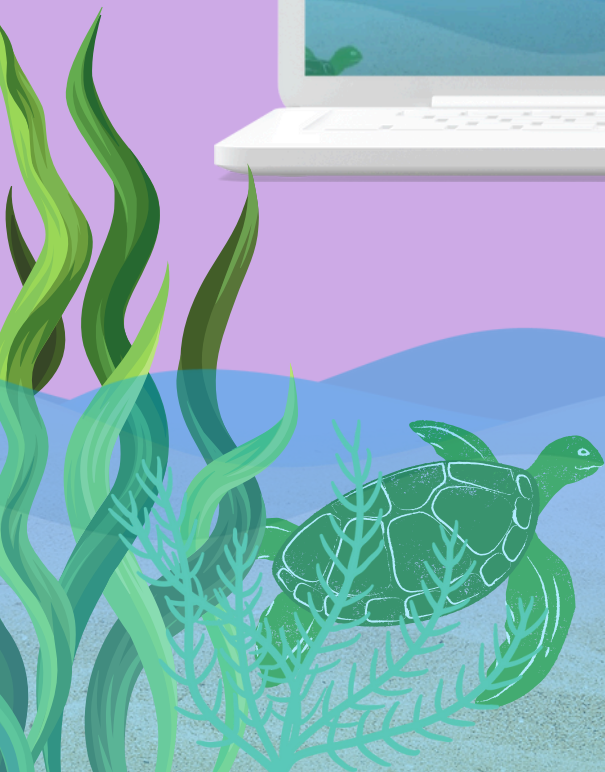
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Game 23

CAMEL FIGHTING





GAME RULES



TEAM FORMATION: FORM TWO TEAMS, EACH CONSISTING OF TWO PLAYERS. THIS GAME IS IDEALLY PLAYED WITH FOUR PEOPLE.



SETUP: IN EACH TEAM, ONE PLAYER SITS ON THE SHOULDERS OF THEIR TEAMMATE. THE WATER SHOULD BE DEEP ENOUGH TO HELP THE BOTTOM PLAYER STAY AFLOAT BUT SHALLOW ENOUGH FOR SAFETY.



OBJECTIVE: THE AIM IS FOR THE TOP PLAYERS TO TRY TO PUSH THE OPPOSING TOP PLAYER INTO THE WATER.



PLAYING THE GAME:

- THE BOTTOM PLAYERS USE THEIR STRENGTH AND BALANCE TO KEEP THEIR TEAMMATE ABOVE WATER AND MANEUVER AROUND.
- THE TOP PLAYERS ENGAGE IN TRYING TO PUSH OR TOPPLE THE OPPOSING TOP PLAYER INTO THE WATER.



WINNING THE GAME:

- THE GAME CONTINUES UNTIL ONE OF THE TOP PLAYERS FALLS INTO THE WATER.
- THE TEAM WHOSE TOP PLAYER REMAINS UNTOPPLED WINS THE GAME.



THIS GAME IS A FUN AND ENGAGING WATER ACTIVITY THAT TESTS STRENGTH, BALANCE, AND TEAMWORK.





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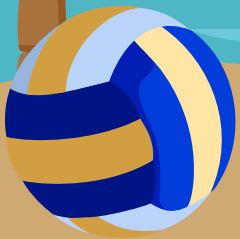
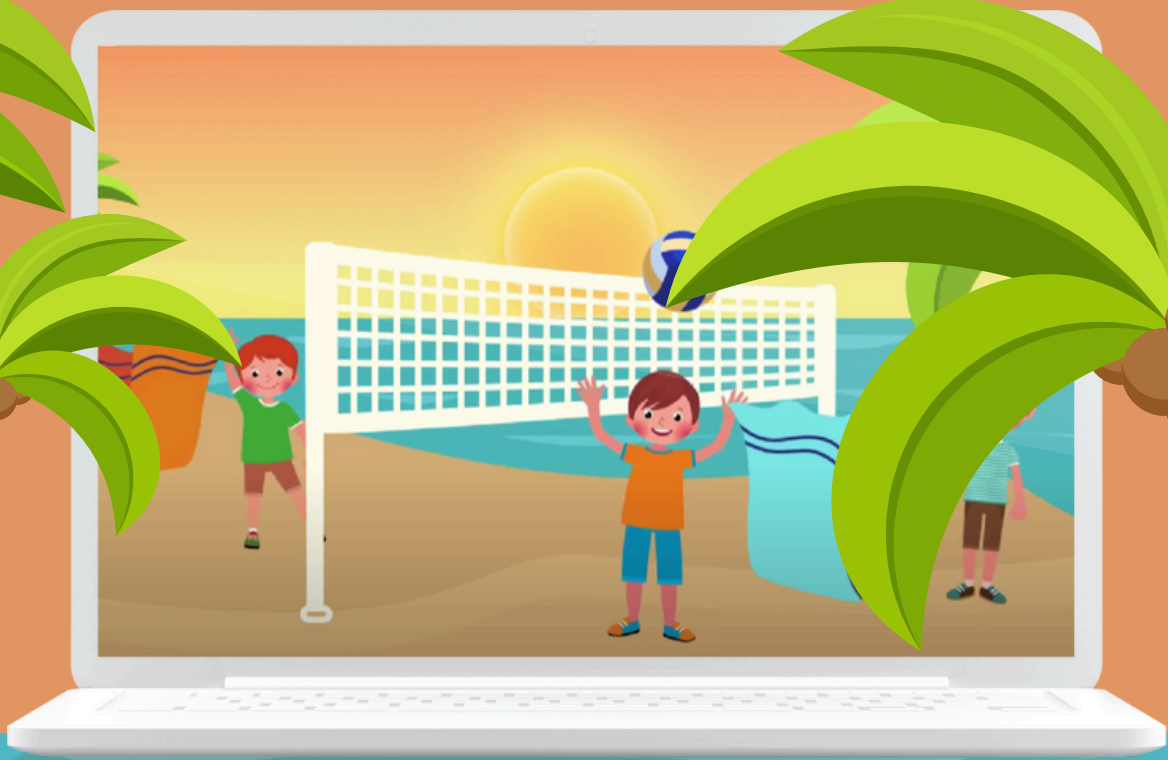


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Game 24

TOWEL

VOLLEYBALL





GAME RULES



MATERIALS NEEDED: GATHER A VOLLEYBALL NET (OR SIMILAR NET), TOWELS, AND A BALL.



FORMING TEAMS: DIVIDE THE STUDENTS INTO TWO TEAMS, WITH EITHER 2 OR 4 KIDS ON EACH SIDE.



GAME SETUP: EACH TEAM TAKES A POSITION ON OPPOSITE SIDES OF THE NET. TEAMS USE A TOWEL HELD BETWEEN THEM TO SERVE AND RETURN THE BALL.



PLAYING THE GAME:

- THE OBJECTIVE IS TO USE THE TOWEL TO HIT THE BALL OVER THE NET, AIMING TO MAKE IT LAND ON THE OPPONENT'S SIDE.
- THE OPPOSING TEAM MUST CATCH THE BALL IN THEIR TOWEL AND SEND IT BACK OVER THE NET.



WINNING POINTS: POINTS ARE SCORED WHEN THE BALL HITS THE GROUND ON THE OPPONENT'S SIDE OF THE COURT.



TEAMWORK AND STRATEGY: PLAYERS MUST WORK TOGETHER TO MANEUVER THE TOWEL, MAKING STRATEGIC PLAYS TO CATCH AND RETURN THE BALL EFFECTIVELY.



THIS VARIATION ADDS A FUN TWIST TO TRADITIONAL VOLLEYBALL, EMPHASIZING TEAMWORK AND COORDINATION.





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Game 25

TAG





GAME RULES



CHOOSING 'IT': PLAYERS DECIDE WHO WILL START AS "IT" USING A COUNTING-OUT GAME LIKE "EENY, MEENY, MINY, MOE."



THE GAME BEGINS: THE PLAYER WHO IS "IT" CHASES THE OTHER PLAYERS, TRYING TO TAG ONE OF THEM BY TOUCHING THEM WITH A HAND.



BECOMING 'IT': ONCE A PLAYER IS TAGGED, THEY BECOME "IT," AND THE PLAYER WHO WAS PREVIOUSLY "IT" IS NO LONGER "IT."



VARIATIONS:

- **NO TAG-BACKS:** TO PREVENT IMMEDIATE RETALIATION, SOME VARIANTS INCLUDE A "NO TAG-BACKS" RULE, WHERE YOU CANNOT TAG THE PERSON WHO JUST TAGGED YOU.
- **ELIMINATION:** IN SOME VERSIONS, ONCE TAGGED, A PLAYER IS OUT OF THE GAME. THE LAST PLAYER REMAINING BECOMES THE WINNER.
- **MULTIPLE 'ITS':** IN OTHER VARIATIONS, TAGGED PLAYERS REMAIN "IT" ALONG WITH THE ORIGINAL "IT," INCREASING THE DIFFICULTY FOR UNTAGGED PLAYERS.



CONTINUING PLAY: THE GAME CAN CONTINUE INDEFINITELY WITH PLAYERS TAKING TURNS BEING "IT," OR UNTIL SPECIFIC CONDITIONS (LIKE ALL PLAYERS BECOMING "IT") ARE MET.



TAG IS A VERSATILE AND ACTIVE GAME, ENCOURAGING EXERCISE AND QUICK THINKING, WITH NUMEROUS VARIATIONS TO KEEP THE GAMEPLAY INTERESTING AND INCLUSIVE FOR EVERYONE.





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Game 26

HEAD, SHOULDERS, KNEES AND BALLS





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GAME RULES



EQUIPMENT NEEDED: GATHER SMALL BALLS OR NATURAL ITEMS LIKE PINE CONES. YOU'LL NEED ONE FOR EVERY TWO PLAYERS.



FORMING PAIRS: DIVIDE THE KIDS INTO PAIRS. EACH PAIR SITS ON THE GROUND WITH THEIR FEET TOUCHING, AND A SMALL BALL PLACED BETWEEN THEM.



GAME START: THE TEACHER WILL CALL OUT BODY PARTS ("HEAD, SHOULDERS, KNEES") IN A RANDOM SEQUENCE. THE CHILDREN MUST TOUCH THE CALLED BODY PART WITH THEIR HANDS.



CRABBING THE BALL: WHEN THE TEACHER CALLS "BALL," THE KIDS MUST QUICKLY CRAB THE BALL BETWEEN THEM.



WINNING THE GAME: THE FIRST KID IN EACH PAIR TO CRAB THE BALL WINS THAT ROUND.



THIS GAME IS DESIGNED TO ENHANCE REACTION TIME AND COORDINATION AS KIDS LISTEN FOR CUES AND REACT SWIFTLY TO WIN.





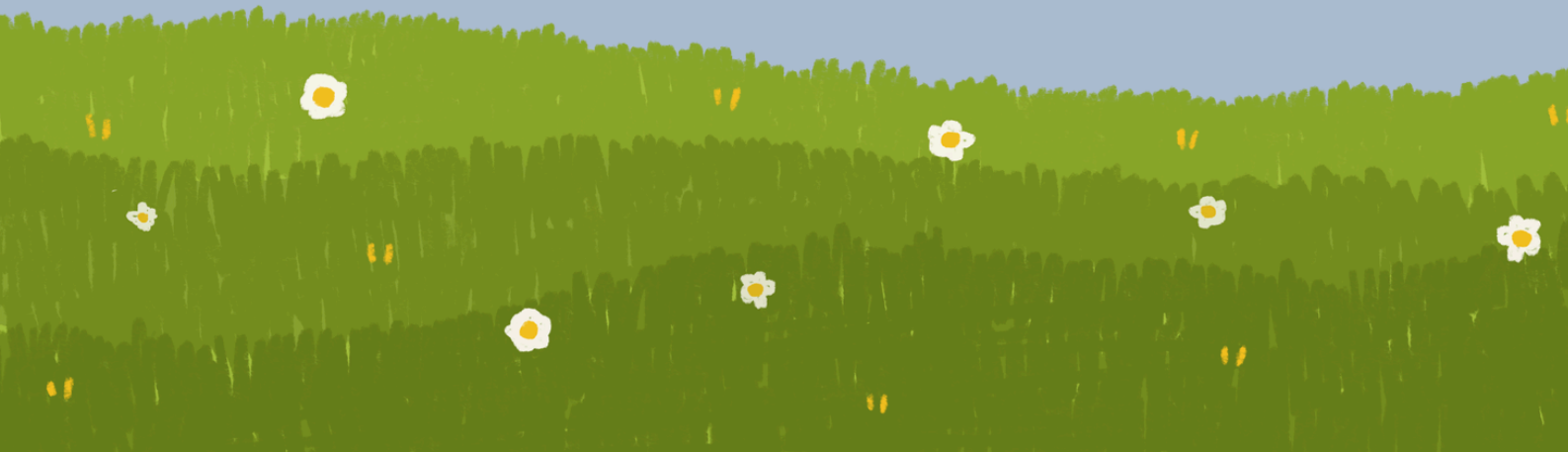
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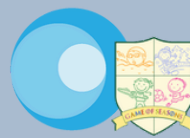


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Game 27

LITTLE FISH





GAME RULES

EQUIPMENT SETUP: YOU'LL NEED A ROPE (1.5-2M LONG) WITH A SOFT BALL OR SPONGE TIED TO THE END. PLACE AROUND 20+ SMALL PLASTIC BALLS (OR STONES OR PINE CONES IF OUTDOORS), NEAR THE FEET OF THE GAME LEADER.

POSITIONING THE LEADER: THE GAME LEADER (E.G., A TEACHER) STANDS IN THE MIDDLE OF THE PLAYING AREA AND SPINS AROUND, SWINGING THE ROPE WITH THE BALL OR SPONGE.

FORMING TEAMS: DIVIDE THE KIDS INTO 2 TO 4 TEAMS. EACH TEAM LINES UP ABOUT 10 METERS AWAY FROM THE LEADER.

THE OBJECTIVE: KIDS TAKE TURNS RUNNING TOWARDS THE LEADER TO GRAB ONE "LITTLE FISH" (SMALL BALL) AND THEN RETURN TO THEIR TEAM. THE NEXT PLAYER CAN ONLY START RUNNING ONCE THE PREVIOUS ONE HAS RETURNED TO THEIR TEAM LINE.

AVOIDING THE ROPE: IF A PLAYER IS HIT BY THE SWINGING ROPE OR SPONGE WHILE TRYING TO GRAB A BALL, THEY MUST RETURN TO THEIR TEAM EMPTY-HANDED.

ENDING THE GAME: THE GAME CONTINUES UNTIL ALL THE SMALL BALLS HAVE BEEN COLLECTED. THE WINNER IS THE TEAM THAT HAS COLLECTED THE MOST "LITTLE FISH."

THIS GAME ENCOURAGES QUICK THINKING, AGILITY, AND TEAM COORDINATION, PROVIDING A FUN AND ENERGETIC CHALLENGE FOR THE PLAYERS.





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Game 28

WHAT'S THE WORD?





GAME RULES



SETTING UP:

- ONE PLAYER, ACTING AS THE ORGANIZER, SELECTS CARDBOARD LETTERS TO SPELL OUT A SPECIFIC WORD.
- THE ORGANIZER THEN HIDES THESE LETTERS AROUND THE PLAYING AREA – THIS CAN INCLUDE TREES, UNDER STONES, IN BUSHES, ETC., WHILE THE OTHER PLAYERS WAIT OUTSIDE THE AREA.



STARTING THE GAME: ONCE THE LETTERS ARE HIDDEN, PLAYERS ARE ALLOWED INTO THE AREA TO START SEARCHING.



SEARCHING FOR LETTERS:

- PLAYERS LOOK FOR THE LETTERS BY CLIMBING TREES, LIFTING ROCKS, AND EXPLORING BUSHES.
- AS PLAYERS FIND LETTERS, THEY BEGIN TO PIECE TOGETHER THE POSSIBLE WORD, USING THE FOUND LETTERS TO GUIDE FURTHER SEARCHES.



GUESSING THE WORD:

- THE GAME CONTINUES UNTIL ALL LETTERS ARE FOUND.
- PLAYERS ATTEMPT TO GUESS THE WORD USING THE LETTERS THEY HAVE COLLECTED.



WINNING THE GAME: THE WINNER IS EITHER THE FIRST PLAYER TO CORRECTLY ANNOUNCE THE FULL WORD OR THE ONE WHO FINDS ALL THE NECESSARY LETTERS TO FORM THE WORD.



FUN AND ENGAGING GAME THAT COMBINES PHYSICAL ACTIVITY WITH WORD PUZZLE SOLVING, PERFECT FOR PLAYERS WHO ENJOY OUTDOOR ADVENTURES AND CHALLENGES.





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Game 29

NATURE

MATCHING GAME





GAME RULES



MATERIALS NEEDED:

- GATHER PAIRS OF NATURAL MATERIALS LIKE ROCKS, SEASHELLS, AND PEBBLES. EACH PAIR SHOULD MATCH IN COLOR, SHAPE, OR SIZE (E.G., TWO RED ROCKS, TWO PINK SEASHELLS).
- WRAP EACH ITEM IN RECYCLED NEWSPAPER TO FORM PAPER BALLS.



PREPARING THE GAME: IF YOU HAVE 18 CHILDREN, PREPARE 9 PAIRS OF THESE NATURAL MATERIALS, RESULTING IN 18 WRAPPED PAPER BALLS.



STARTING THE GAME:

- DISTRIBUTE ONE PAPER BALL TO EACH CHILD.
- HAVE ALL THE CHILDREN FORM A CIRCLE.



PLAYING THE GAME:

- ON A SIGNAL, EVERY CHILD THROWS THEIR PAPER BALL INTO THE CENTER OF THE CIRCLE.
- AFTER ALL THE BALLS ARE IN THE MIDDLE, EACH CHILD THEN PICKS UP ONE PAPER BALL (DIFFERENT FROM THEIR ORIGINAL IF POSSIBLE).



FINDING PAIRS: CHILDREN UNWRAP THE PAPER BALLS AND BEGIN TO FIND THE PERSON WITH THE MATCHING NATURAL MATERIAL TO THEIR OWN.



WINNING THE GAME: THE GAME CAN CONTINUE UNTIL ALL CHILDREN HAVE SUCCESSFULLY FOUND THEIR MATCHING PAIR.



THIS GAME IS EXCELLENT FOR TEACHING CHILDREN ABOUT NATURAL MATERIALS AND RECYCLING, WHILE ALSO ENCOURAGING SOCIAL INTERACTION AND OBSERVATIONAL SKILLS.





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Game 30

TALE OF THE SNAKE





GAME RULES



FORMING THE CHAIN: KIDS LINE UP ONE BEHIND THE OTHER, EACH HOLDING THE WAIST, SHOULDERS, OR HANDS OF THE PERSON IN FRONT. THIS FORMS A "CHAIN" OR "WORM."



GAME OBJECTIVE: THE GOAL IS TO KEEP THE CHAIN CONNECTED. THE KID AT THE FRONT OF THE LINE TRIES TO TAG THE LAST PERSON IN THE LINE WITHOUT BREAKING THE CHAIN.



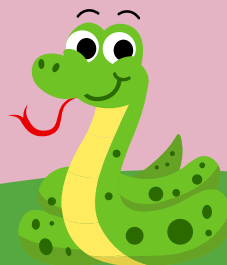
PLAYING THE GAME: THE FRONT PERSON MANEUVERS TO REACH THE LAST PERSON, WHILE EVERYONE IN THE CHAIN MUST MOVE TOGETHER TO AVOID BREAKING APART.



GAME ENVIRONMENT: NO SPECIAL EQUIPMENT IS NEEDED FOR THIS GAME, AND IT CAN BE PLAYED IN ANY OPEN SPACE.



THIS GAME ENCOURAGES TEAMWORK AND COORDINATION AS THE KIDS WORK TOGETHER TO MAINTAIN THE CHAIN WHILE MOVING DYNAMICALLY.





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WINTER GAMES





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Game 31

BACK-TO-BACK BALL CARRYING GAME





GAME RULES



MATERIALS NEEDED: GATHER VARIOUS TYPES OF BALLS - SOFT ONES WORK BEST TO PREVENT INJURIES AND MAKE CARRYING EASIER.



PAIRING UP: CHILDREN PAIR UP AND STAND BACK-TO-BACK WITH THEIR PARTNER.



SETTING THE GAME:

- EACH PAIR PLACES A BALL BETWEEN THEIR BACKS.
- DESIGNATE A FINISH LINE AT A REASONABLE DISTANCE FROM THE STARTING POINT.



STARTING THE GAME: ON A SIGNAL, EACH PAIR TRIES TO WALK TOGETHER TO THE DESIGNATED LINE, KEEPING THE BALL BETWEEN THEIR BACKS WITHOUT USING THEIR HANDS.



COMPLETING THE TASK: THE GOAL IS TO REACH THE FINISH LINE WITHOUT DROPPING THE BALL. IF THE BALL FALLS, THE PAIR MUST RETURN TO THE STARTING LINE AND BEGIN AGAIN.



WINNING: THE FIRST PAIR TO REACH THE FINISH LINE WITH THE BALL STILL BETWEEN THEIR BACKS WINS THE GAME.



THIS GAME CAN BE PLAYED INDOORS OR OUTDOORS AND IS EXCELLENT FOR DEVELOPING TEAMWORK AND COORDINATION AMONG CHILDREN. IT'S A FUN ACTIVITY FOR TIMES WHEN OUTDOOR PLAY ISN'T POSSIBLE.





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Game 32

GOING THROUGH THE CIRCLE





GAME RULES



MATERIALS NEEDED: YOU WILL NEED 2 OR MORE HULA HOOPS, DEPENDING ON THE NUMBER OF GROUPS.



FORMING TEAMS: DIVIDE THE CHILDREN INTO GROUPS, EACH GROUP RECEIVING ONE HULA HOOP.



GAME SETUP:

- EACH GROUP LINES UP, HOLDING HANDS.
- THE HULA HOOP STARTS AT ONE END OF THE LINE.



PLAYING THE GAME:

- ON A SIGNAL, THE FIRST PERSON IN EACH LINE BEGINS TO PASS THE HULA HOOP OVER THEMSELVES AND ON TO THE NEXT PERSON IN LINE, WITHOUT ANYONE LETTING GO OF THEIR HANDS.
- THE HULA HOOP MUST BE MANEUVERED OVER EACH TEAM MEMBER UNTIL IT REACHES THE END OF THE LINE.



OBJECTIVE: THE GROUP MUST THEN WORK THE HULA HOOP BACK TO THE STARTING PERSON, CONTINUING TO PASS THE HOOP WITHOUT LETTING GO OF HANDS.



WINNING THE GAME: THE FIRST GROUP TO SUCCESSFULLY NAVIGATE THE HULA HOOP BACK TO THE STARTING POINT WITHOUT BREAKING HAND CONTACT WINS THE GAME.



THIS ACTIVITY IS PERFECT FOR PROMOTING TEAMWORK AND COORDINATION, AS WELL AS PROVIDING A FUN AND ENGAGING CHALLENGE FOR CHILDREN.





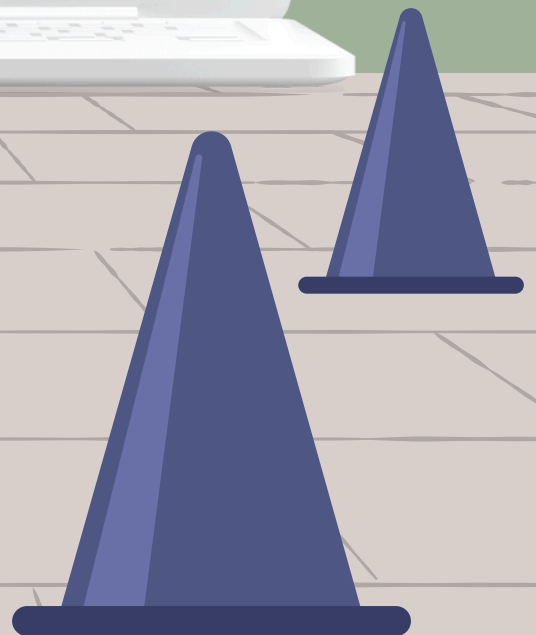
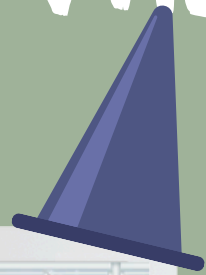
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Game 33

TIC TAC TOE ON THE FLOOR





GAME RULES



MATERIALS NEEDED:

- 9 CONES.
- CAPS IN TWO DIFFERENT COLORS (ENOUGH FOR EACH TEAM, ONE COLOR PER TEAM).



SETTING UP THE GAME: ARRANGE THE CONES IN A GRID OF THREE ROWS AND THREE COLUMNS TO CREATE A TIC TAC TOE BOARD.



FORMING TEAMS: DIVIDE PLAYERS INTO TWO GROUPS. EACH GROUP CHOOSES A COLOR OF CAPS TO REPRESENT THEIR MARKERS (E.G., GREEN CAPS FOR "X" AND RED CAPS FOR "O").



PLAYING THE GAME:

- TEAMS TAKE TURNS PLACING A CAP ON ONE OF THE CONES.
- EACH CAP PLACED ON A CONE REPRESENTS A MOVE IN THE GAME OF TIC TAC TOE.



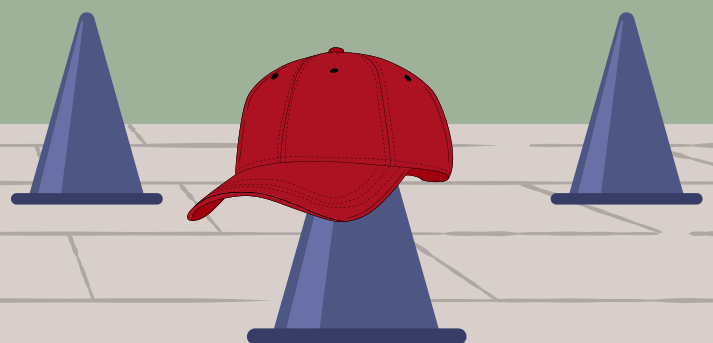
OBJECTIVE: THE GOAL IS TO FORM A STRAIGHT LINE OF THREE CAPS IN YOUR COLOR, WHICH CAN BE HORIZONTAL, VERTICAL, OR DIAGONAL.



WINNING THE GAME: THE FIRST TEAM TO ALIGN THREE OF THEIR COLORED CAPS IN A ROW WINS THE GAME.



THIS VERSION OF TIC TAC TOE IS GREAT FOR OUTDOOR OR INDOOR PLAY, OFFERING A FUN TWIST ON A CLASSIC GAME THAT ENHANCES STRATEGIC THINKING AND TEAMWORK. IT'S ALSO EASY TO SET UP AND PORTABLE, MAKING IT IDEAL FOR VARIOUS SETTINGS.





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Game 34

BALL PASSING BETWEEN LEGS





GAME RULES

- **MATERIALS NEEDED:** YOU WILL NEED 2 BALLS, ONE FOR EACH TEAM.
- **FORMING TEAMS:** DIVIDE PLAYERS INTO TWO TEAMS, EACH TEAM FORMING A SINGLE LINE.
- **STARTING THE GAME:** GIVE A BALL TO THE FIRST PLAYER IN EACH LINE.
- **PLAYING THE GAME:**
 - ON THE SIGNAL TO START, THE FIRST PLAYER IN EACH LINE PASSES THE BALL BETWEEN THEIR LEGS TO THE PLAYER STANDING DIRECTLY BEHIND THEM.
 - THIS CONTINUES, WITH EACH PLAYER PASSING THE BALL BETWEEN THEIR LEGS TO THE NEXT, UNTIL THE BALL REACHES THE LAST PLAYER IN LINE.
- **RUNNING TO THE FRONT:** ONCE THE LAST PLAYER RECEIVES THE BALL, THEY RUN TO THE FRONT OF THE LINE AND START THE PROCESS AGAIN BY PASSING THE BALL BETWEEN THEIR LEGS TO THE NEXT PLAYER.
- **OBJECTIVE:** THE GAME CONTINUES IN THIS MANNER UNTIL THE PLAYER WHO STARTED AT THE FRONT OF THE LINE RETURNS TO THAT POSITION.
- **WINNING THE GAME:** THE TEAM THAT COMPLETES THE ENTIRE SEQUENCE FIRST, WITH THE ORIGINAL FRONT PLAYER BACK IN POSITION, WINS THE GAME.
- THIS GAME IS EXCELLENT FOR ENHANCING COORDINATION, COMMUNICATION, AND TEAMWORK, MAKING IT A FUN AND ENGAGING ACTIVITY FOR GROUPS.





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Game 35

HOT AND COLD





GAME RULES



MATERIALS NEEDED: CHOOSE AN OBJECT TO HIDE. THIS CAN BE ANY SMALL ITEM LIKE A BALL, A TOY, OR A HOUSEHOLD OBJECT.



CHOOSING THE FINDER: SELECT ONE PLAYER TO BE THE 'FINDER' OR 'SEEKER'. THE OTHER PLAYERS WILL BE RESPONSIBLE FOR HIDING THE OBJECT AND GIVING CLUES.



HIDING THE OBJECT: THE FINDER CLOSES THEIR EYES OR TURNS AWAY, WHILE THE OTHER PLAYERS HIDE THE OBJECT SOMEWHERE WITHIN THE DESIGNATED PLAY AREA.



STARTING THE SEARCH: ONCE THE OBJECT IS HIDDEN, THE FINDER STARTS SEARCHING FOR IT. THE OTHER PLAYERS WATCH THE FINDER'S MOVEMENTS BUT DO NOT MOVE FROM THEIR SPOTS.



GIVING CLUES:

- AS THE FINDER MOVES AROUND THE AREA, THE OTHER PLAYERS SAY 'HOT' WHEN THE FINDER IS CLOSE TO THE HIDDEN OBJECT AND 'COLD' WHEN THEY ARE FAR AWAY.
- ALTERNATIVELY, PLAYERS CAN USE HAND CLAPPING AS CLUES: CLAPPING FASTER WHEN THE FINDER IS NEAR THE OBJECT AND SLOWER WHEN FARTHER AWAY.



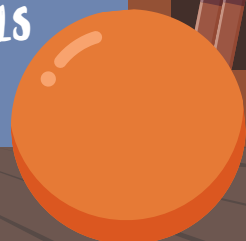
FINDING THE OBJECT: THE GAME CONTINUES UNTIL THE FINDER LOCATES THE HIDDEN OBJECT.



NEXT ROUND: ONCE THE OBJECT IS FOUND, ANOTHER PLAYER CAN TAKE A TURN AS THE FINDER, OR THE ROLES CAN ROTATE AMONG THE GROUP.



FUN AND INTERACTIVE GAME THAT ENHANCES OBSERVATION SKILLS AND SPATIAL AWARENESS, SUITABLE FOR PLAYERS OF ALL AGES.





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Game 36

SNOWBALL FIGHT





GAME RULES



MATERIALS NEEDED:

- GATHER PAPER THAT'S READY TO BE RECYCLED.
- MASKING TAPE.
- A SPACIOUS INDOOR AREA SUITABLE FOR RUNNING AROUND.



PREPARING THE SNOWBALLS: SCRUNCH UP THE RECYCLED PAPER INTO BALLS TO MAKE "SNOWBALLS." THIS IS ALSO A GOOD ACTIVITY TO HELP DEVELOP FINE MOTOR SKILLS.



SETTING UP THE PLAY AREA: USE MASKING TAPE TO DIVIDE THE PLAY AREA INTO TWO EQUAL HALVES.



FORMING TEAMS: IF PLAYING WITH SEVERAL PEOPLE, DIVIDE INTO TWO TEAMS, ONE FOR EACH SIDE OF THE TAPED LINE.



PLAYING THE GAME:

- FOR YOUNGER KIDS OR LESS STRUCTURED PLAY, SIMPLY HAVE FUN THROWING PAPER SNOWBALLS AT EACH OTHER AND RUNNING AROUND.
- FOR OLDER KIDS OR WHEN FOLLOWING RULES, DISTRIBUTE AN EQUAL NUMBER OF PAPER SNOWBALLS TO EACH TEAM.



STARTING THE GAME: SET A TIMER FOR THE GAME DURATION (E.G., 5 OR 10 MINUTES).



WINNING THE GAME: ONCE THE TIMER GOES OFF, THE TEAM WITH THE FEWEST SNOWBALLS ON THEIR SIDE OF THE PLAY AREA WINS THE GAME.



THIS GAME IS EXCELLENT FOR ACTIVE PLAY AND CAN BE EASILY ADAPTED FOR DIFFERENT AGE GROUPS, MAKING IT A FUN AND ENGAGING INDOOR ACTIVITY.



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Game 37

INDOOR OBSTACLE COURSE





GAME RULES



MATERIALS NEEDED:

- SEVERAL CHAIRS
- A LONG STRIP (AT LEAST 2 METERS)
- TWO BAGS OF BEANS (ONE OPENED, ONE UNOPENED)
- A BASKET
- A JUMP ROPE
- A HULA-HOOP



SETTING UP THE COURSE:

- ARRANGE CHAIRS IN A ROW FOR CRAWLING UNDER OR OVER.
- STRETCH A STRING BETWEEN THE LEGS OF TWO CHAIRS TO CRAWL UNDER.
- PLACE A HULA-HOOP, THE LONG STRIP, AND THE BASKET WITH BEANS SEQUENTIALLY.



PLAYING THE GAME:

- **START:** CRAWL UNDER OR OVER THE ROW OF CHAIRS, THEN UNDER THE STRING.
- **JUMPING:** JUMP INTO AND OUT OF THE HULA-HOOP FIVE TIMES.
- **BALANCE BEAM:** WALK ALONG THE LONG STRIP ON THE FLOOR WITHOUT STEPPING OFF. IF YOU STEP OFF, RETURN TO THE START OF THE STRIP.
- **BEAN TOSS:** TAKE A CUP FULL OF BEANS AND THROW AS MANY AS YOU CAN INTO THE BASKET WITHIN ONE MINUTE, TRYING NOT TO DROP ANY OUTSIDE.
- **BEANBAG BALANCE:** RUN TO GET THE JUMP ROPE WHILE BALANCING A BEANBAG ON YOUR HEAD. IF IT FALLS, RETURN TO THE BASKET AND START THIS PART AGAIN.
- **JUMP ROPE RHYME:** PERFORM JUMPING JACKS WHILE RECITING THE RHYME 'WINTER, WINTER, COLD AND ICE, A MUG OF HOT CHOCOLATE WOULD BE NICE!' THREE TIMES, EACH FASTER THAN THE LAST.



THE FASTEST TEAM OR PLAYER TO COMPLETE THE ENTIRE COURSE WINS.



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Game 38

INDOOR RING TOSS





GAME RULES



MATERIALS NEEDED:

- SMALL PAPER PLATES
- SCISSORS
- A TALL, STEADY OBJECT (LIKE A BOTTLE OR CANDLESTICK)



PREPARATION:

- USE THE SCISSORS TO CUT THE CENTER OUT OF EACH PAPER PLATE, LEAVING A RING ABOUT 2.5 CM WIDE.
- PLACE THE TALL OBJECT (BOTTLE OR CANDLESTICK) ON THE FLOOR AS THE TARGET.



CAME SETUP: MARK A LINE ON THE FLOOR APPROXIMATELY 1.5 METERS AWAY FROM THE TARGET.



PLAYING THE GAME:

- STAND BEHIND THE LINE AND TRY TO TOSS 10 PAPER PLATE RINGS SO THAT THEY LAND AROUND AND ENCIRCLE THE BOTTLE OR CANDLESTICK.
- IF PLAYING ALONE, TIME YOURSELF TO SEE HOW MANY RINGS YOU CAN SUCCESSFULLY TOSS WITHIN A SET TIME LIMIT.
- IF PLAYING WITH OTHERS, TAKE TURNS TOSSING THE RINGS TO SEE WHO CAN ENCIRCLE THE MOST RINGS AROUND THE BOTTLE.



KEEPING SCORE: CONSIDER COLOR-CODING OR LABELING THE RINGS WITH EACH PLAYER'S NAME TO EASILY DETERMINE WHOSE RING IS WHOSE.



WINNING THE GAME: THE WINNER IS THE PLAYER WHO SUCCESSFULLY ENCIRCLES THE MOST RINGS AROUND THE BOTTLE.



THIS GAME IS A FUN AND SIMPLE WAY TO PRACTICE AIM AND COORDINATION, AND IT CAN BE ENJOYED BY PLAYERS OF ALL AGES, INDOORS OR OUTDOORS.



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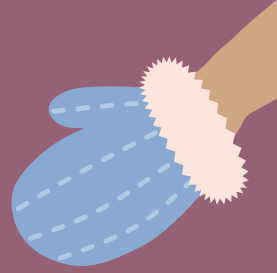
Game 39

SNOWBALL AND SPOON RELAY RACE





GAME RULES



MATERIALS NEEDED:

- STYROFOAM BALLS, BALLS OF WHITE YARN, OR WHITE PING PONG BALLS (REFERRED TO AS "SNOWBALLS")
- SPOONS
- MITTENS FOR EACH TEAM
- A BUCKET



SETUP:

- DIVIDE THE PLAYERS INTO TEAMS OR SET UP FOR INDIVIDUAL PLAY.
- SET UP A RACE COURSE WITH A STARTING LINE AND A DESIGNATED TURNAROUND POINT OR FINISH LINE, WHERE THE BUCKET IS PLACED.



PLAYING THE GAME:

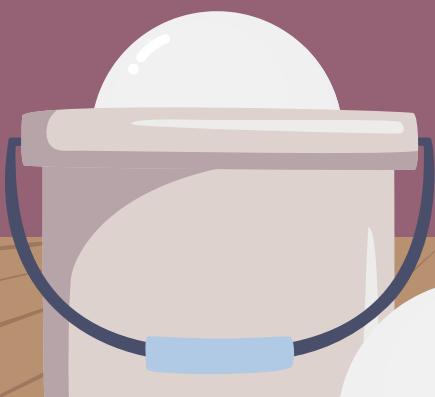
- EACH PLAYER OR TEAM MEMBER TAKES TURNS PUTTING ON THE MITTENS AND BALANCING A SNOWBALL ON A SPOON.
- PLAYERS THEN RACE TO THE OTHER SIDE OF THE ROOM OR DESIGNATED AREA, WHERE THEY DROP THE SNOWBALL INTO THE BUCKET.
- AFTER DROPPING THE SNOWBALL, THEY RETURN TO THEIR TEAM AT THE STARTING LINE, PASS THE MITTENS TO THE NEXT PLAYER, AND GO TO THE BACK OF THE LINE.



RULES FOR DROPPING THE SNOWBALL: IF THE SNOWBALL FALLS OFF THE SPOON AT ANY POINT, THE PLAYER MUST RETURN TO THE STARTING LINE AND BEGIN THEIR TURN AGAIN.



WINNING THE GAME: THE FIRST PARTICIPANT OR TEAM TO COMPLETE THE COURSE WITHOUT DROPPING THE SNOWBALL WINS THE GAME.





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Game 40



MEMORY GAME



GAME RULES



MATERIALS NEEDED:

- PAPER SHEETS
- PRINTER
- SCISSORS



CREATING THE CARDS:

- DESIGN AND PRINT IMAGES ON PAPER SHEETS. ENSURE EACH IMAGE HAS A MATCHING PAIR. OPTIONALLY, ADD ONE CARD WITHOUT A PAIR TO INCREASE THE GAME'S CHALLENGE.
- CUT OUT THE CARDS USING SCISSORS.



SETTING UP THE GAME:

- SHUFFLE THE CARDS THOROUGHLY.
- LAY THEM FACE DOWN IN A GRID FORMATION ON A FLAT SURFACE.



PLAYING THE GAME:

- PLAYERS TAKE TURNS FLIPPING OVER TWO CARDS AT A TIME.
- THE GOAL IS TO FIND MATCHING PAIRS OF CARDS.
- IF A PLAYER FINDS A PAIR, THEY KEEP THE CARDS AND TAKE ANOTHER TURN.



CONTINUING THE GAME:

- THE GAME CONTINUES UNTIL ALL PAIRS HAVE BEEN MATCHED.
- PLAYERS MUST TRY TO REMEMBER THE POSITIONS OF THE CARDS TO INCREASE THEIR CHANCES OF MATCHING PAIRS.



WINNING THE GAME: THE PLAYER WITH THE MOST PAIRS AT THE END OF THE GAME WINS.



THIS MATCHING CARD GAME IS A FUN AND ENGAGING WAY TO ENHANCE MEMORY AND CONCENTRATION SKILLS, SUITABLE FOR PLAYERS OF ALL AGES.



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Game 41

HOUSE ON FIRE





GAME RULES



CHOOSING THE LEADER: BEFORE STARTING THE GAME, CHOOSE ONE PLAYER TO BE THE 'LEADER'.



FORMING A CIRCLE: ALL PLAYERS FORM A CIRCLE AND JOIN HANDS.



STARTING THE GAME: THE 'LEADER' STARTS RUNNING AROUND THE OUTSIDE OF THE CIRCLE.



TAPPING: AT ANY RANDOM MOMENT, THE 'LEADER' TAPS ONE OF THE PLAYERS ON THE BACK.



RACING:

- THE PLAYER WHO WAS TAPPED AND THE 'LEADER' THEN RACE AROUND THE CIRCLE IN OPPOSITE DIRECTIONS.
- THEIR GOAL IS TO BE THE FIRST TO REACH THE SPOT WHERE THE TAPPED PLAYER WAS ORIGINALLY STANDING (THE FREE SPACE).



NEW LEADER: THE PLAYER WHO REACHES THE EMPTY SPACE SECOND BECOMES THE NEW 'LEADER'.



GAME DURATION: THERE IS NO SET TIME LIMIT FOR THE GAME. CONTINUE PLAYING AS LONG AS YOU LIKE, OR UNTIL PLAYERS DECIDE TO STOP.



THERE IS NO SET TIME LIMIT FOR THE GAME. CONTINUE PLAYING AS LONG AS YOU LIKE, OR UNTIL PLAYERS DECIDE TO STOP.



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Game 42

PASS- CROUCH





GAME RULES



MATERIALS NEEDED: YOU WILL NEED 1 BALL TO PLAY THE GAME.



FORMING A CIRCLE: ALL PLAYERS FORM A CIRCLE, STANDING AND FACING EACH OTHER WITHOUT JOINING HANDS.



STARTING THE GAME: ONE PLAYER STARTS WITH THE BALL AND THROWS IT TO ANOTHER PLAYER IN THE CIRCLE.



CATCHING AND CROUCHING:

- THE PLAYER WHO CATCHES THE BALL REMAINS STANDING.
- THE PLAYERS IMMEDIATELY TO THE LEFT AND RIGHT OF THE PLAYER WHO CATCHES THE BALL MUST QUICKLY CROUCH.



ELIMINATION RULES:

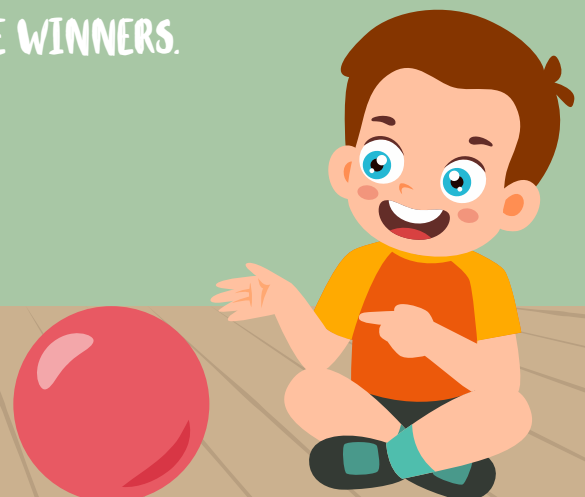
- IF THE PLAYER WHO CATCHES THE BALL ACCIDENTALLY CROUCHES, THEY ARE OUT OF THE GAME.
- IF THE ADJACENT PLAYERS (TO THE LEFT AND RIGHT) DO NOT CROUCH, THEY ARE ELIMINATED FROM THE GAME.



CONTINUING THE GAME: THE PLAYER WHO CAUGHT THE BALL THEN THROWS IT TO ANOTHER PLAYER, AND THE SEQUENCE REPEATS.



ENDING THE GAME: THE GAME CONTINUES UNTIL ONLY THREE PLAYERS ARE LEFT. THESE THREE ARE DECLARED THE WINNERS.





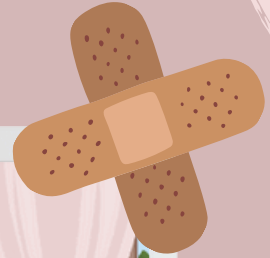
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Game 43

VIRUSES



HOSPITAL



GAME RULES



SETUP:

- NO MATERIALS ARE NEEDED. THE GAME CAN BE PLAYED INDOORS OR OUTDOORS.
- DESIGNATE A 'HOSPITAL' AREA IN THE PLAYING SPACE.



FORMING TEAMS: DIVIDE PLAYERS INTO TWO GROUPS: 'VIRUSES' (CATCHERS) AND 'PATIENTS' (RUNNERS).



HOW TO PLAY:

- THE VIRUSES TRY TO CATCH THE PATIENTS BY TAPPING THEM.
- WHEN A PATIENT IS CAUGHT, THEY MUST FALL TO THE FLOOR TO INDICATE THEY ARE "INFECTED."



RESCUING PATIENTS:

- UNCAUGHT PATIENTS CAN RESCUE THOSE WHO ARE CAUGHT BY DRAGGING THEM BY THEIR ARMS OR LEGS TO THE HOSPITAL.
- ONCE IN THE HOSPITAL, CAUGHT PATIENTS STAY FOR ONE MINUTE. AFTER THIS TIME, THEY ARE CONSIDERED "HEALTHY" AND CAN REJOIN THE GAME AS RUNNERS.



CAME DURATION: THE GAME IS OPEN-ENDED. YOU CAN DECIDE ON THE DURATION BASED ON YOUR PREFERENCE OR CONTINUE PLAYING UNTIL PLAYERS DECIDE TO STOP.



HOSPITAL

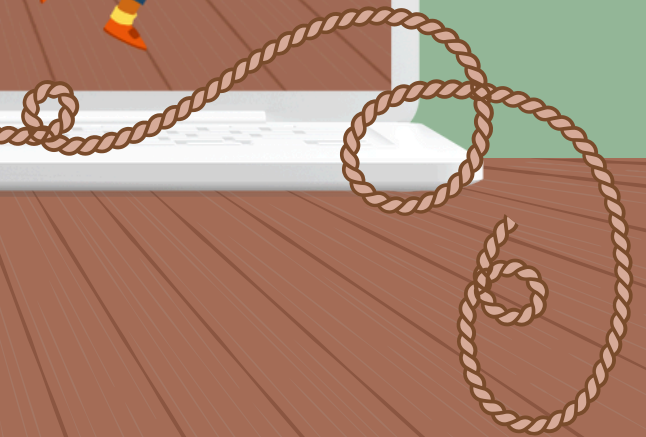


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Game 44 ROPE SPINNING





GAME RULES



MATERIALS NEEDED: YOU WILL NEED A LONG ROPE FOR THIS GAME.



CHOOSING THE SPINNER: BEFORE THE GAME STARTS, SELECT ONE PLAYER TO BE THE ROPE SPINNER.



PLAYING THE GAME:

- THE SPINNER SWINGS THE ROPE LOW ALONG THE GROUND IN A CIRCULAR MOTION.
- THE OTHER PLAYERS MUST RUN THROUGH THE SPINNING ROPE TO REACH THE OTHER SIDE WITHOUT TOUCHING IT.



ELIMINATION: IF A PLAYER TOUCHES THE ROPE WHILE TRYING TO RUN THROUGH, THEY ARE OUT OF THE GAME.



ENDING THE GAME: THE GAME CONTINUES UNTIL ONLY ONE PLAYER REMAINS. THIS PLAYER IS DECLARED THE WINNER.





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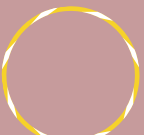

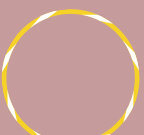

Game 45 CATCHING WITH HULA HOOPS

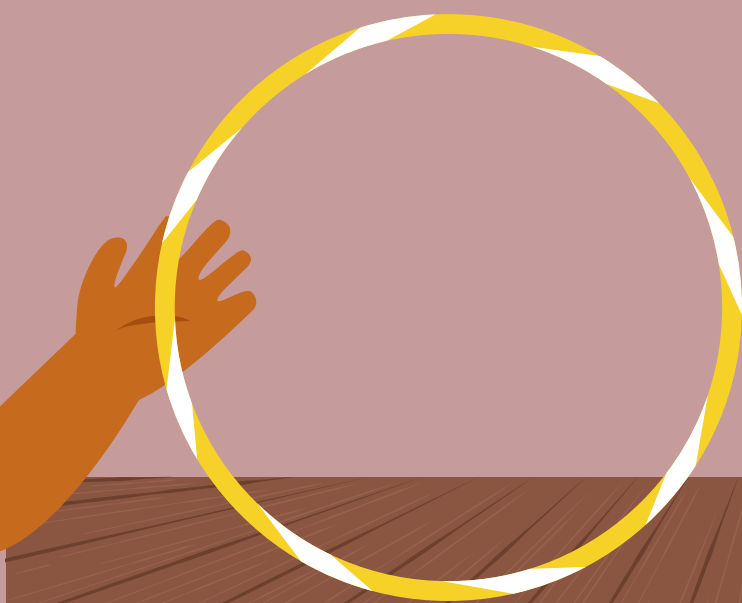




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GAME RULES

-  **FORMING TEAMS:** DIVIDE PLAYERS INTO TWO GROUPS: CATCHERS AND RUNNERS.
-  **EQUIPMENT:** EACH CATCHER IS EQUIPPED WITH A HULA HOOP RING.
-  **HOW TO PLAY:** CATCHERS ATTEMPT TO CATCH RUNNERS BY PLACING A HULA HOOP OVER THEM.
-  **SWITCHING ROLES:** ONCE A RUNNER IS CAUGHT BY HAVING A HULA HOOP PLACED OVER THEM, THEY BECOME A CATCHER AND THE CATCHER WHO CAUGHT THEM BECOMES A RUNNER.
-  **GAME DURATION:** SET A PREDETERMINED TIME LIMIT FOR THE GAME, SUCH AS 10 OR 15 MINUTES.



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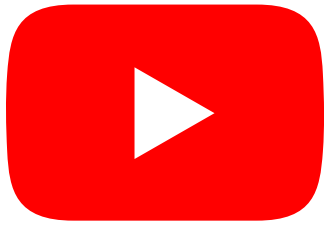


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