

Pocket Playground Games

volume 2

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including:

Dodge Ball

Gorilla Game

Cops and Robbers

Sticky Toffee

SPLAT!

and more!



Positive Press

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Introduction

Welcome to the second volume of Pocket Playground Games. This handy little book contains twenty-three traditional and new playground games.

Playground games provide the ideal opportunity to engage children in enjoyable activities together, promoting positive relationships between the children themselves and the children and adults. Playground games also encourage valuable social skills such as:

- Turn-taking
- Developing speaking and listening skills
- Developing a positive attitude to participation
- Learning to abide by rules
- Interacting with others
- Cooperating
- Having fun

Playground games also encourage energetic exercise, an important aspect that is often neglected in today's hi-tech society and that is an essential part of physical well-being.

The games included in this booklet are set out in a clear, accessible style with easy-to-follow instructions. Playground games provide an ideal occupation for free time that can motivate all children to be part of a group. They will enhance playground experiences for the children involved, create a positive dynamic and generate much fun and enjoyment for all.

Who Dares?

1. Three players are chosen to be giants.
2. Each giant is attached by a long rope tied around their waist to a static feature.
3. The giants stand together and dare the other players to come close to them.
4. The giants wait until other players are close and then try to tag them. The other players quickly run to get out of the giants' range.
5. Any player who is tagged must sit on the sidelines for the duration of the game.
6. After a set time, change the giants and repeat the action.

Spin the Arrow

1. Prepare a spinning arrow (or use a plastic bottle).
2. The players stand in a well-spaced circle.
3. Place the arrow (or bottle) in the centre and spin it.
4. When the arrow stops, the players opposite the head and tail of the arrow (or neck and base of the bottle) run round the outside of the circle back to their places.
5. The last player back is out and sits on the sidelines for the duration of the game.
6. Continue the game with repeated spins of the arrow.

Lion Attack

1. Create a large circle with ropes or drawn in chalk that represents the water hole.
2. The players stand in a row with eyes closed and you walk behind the line, tapping three players gently on the shoulder.
3. The three players tapped are lions and they must keep their identity secret.
4. All the players mill around in the water hole.
5. On your command, either by blowing a whistle or calling, **'Lions on the prowl'**, the three lions roar and begin to tag other players.
6. The other players try to run out of the water hole to safety.
7. The lions must remain in the water hole and cannot tag players once they have left this area.
- 8 Any player tagged must sit on the sidelines for the duration of the game.
9. Repeat the process choosing three new lions from the players left in the game.
10. Continue to play until there are too few players to make the game viable.