

# Pocket Wet Playtime Games

Volume 1

**Jenny Mosley**

Including:

**Marco Polo**

**Granny's knickers**

**Secret agents**

**Fancy footwork**

**Reach the enchanted castle**



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## Introduction

Every member of the school community feels a sense of gloom when the sky turns grey and it starts to rain. Children can become so restless, excitable and edgy. However, with some creative forethought, wet playtimes can be full of fun and games, helping children to relax and enjoy themselves and making sure that nobody is at a loose end.

This booklet is full of lively and exciting games to delight and entertain children. Designed to stimulate a spirit of cooperation and healthy interaction, there are games to suit lots of different moods and interests. There are mind games where children can pit their wits against an opponent and physical games for letting off steam. There are also games of chance to help children understand that it's not about winning and losing, but playing the game and having fun with their friends.

## Marco Polo

**Number of players:** 6+

**What you need:** Chairs to create a confined space. A blindfold.

**What you are learning:** To listen carefully and concentrate.

### How to play:

A space is created that is large enough for players to mingle in, but not too big, otherwise the player who is wearing the blindfold won't have a fair chance to capture another player.

One player is chosen to wear the blindfold and is turned three times on the spot to disorientate them. The remaining players move around the space and try and avoid being captured.

The player with the blindfold can call out at any time, **'Marco.'** To which the other players reply, **'Polo.'**

This indicates their whereabouts. When the player in the blindfold captures someone, they can also ask this player to respond to, **'Marco.'** They then have two guesses at the captive's identity. If they guess correctly, the players swap places. If the guesses are incorrect, the captive is released and play resumes.

The player in the blindfold can have two or three tries to capture someone and correctly guess their identity, before being replaced.



## Granny's knickers

**Number of players:** The more the merrier.

**What you need:** Nothing.

**What you are learning:** To be imaginative and inventive. Team spirit.

### How to play:

The players form a row. One player is chosen to stand in front, facing the other players.

The other players think of questions to ask the player in the front, who can only answer, **'Granny's knickers.'**

The idea is to ask questions that will make the response humorous e.g. **'What did you eat for breakfast?'**, **'What do you wear on your head?'**, **'What is your dog called?'**

The object of the game is to make the player in the front laugh. If this is achieved, a new player is chosen to stand in the front.

It may be a good idea to limit the time out front to two minutes per player so that the game does not become boring if someone is good at keeping a straight face.

## **Training & resources**

### **Book Jenny Mosley for training and conferencing**

We deliver conference days and training for positive behaviour, training for self-esteem, training for teachers, training for MDSAs by holding open conferences and INSET in behaviour, INSET for primary schools, INSET for early years and lunchtimes training. Our open conference days are open to all.

Jenny's training and INSET days aim to cover key policies, inspire positive change, raise self-esteem, improve morale, help schools and settings function well and address non-curriculum areas.

Browse Training & Conferencing at [www.circle-time.co.uk](http://www.circle-time.co.uk) or call 01225 767157 or email [circletime@jennymosley.co.uk](mailto:circletime@jennymosley.co.uk)

### **Resources**

Resources can help your initiatives come to life. A poster on the wall can speak up for you when you are busy working in other areas. We have carefully designed resources especially for schools, all of which are displayed in our catalogue and on our website.

All resources can be ordered through Positive Press shop at [www.circle-time.co.uk](http://www.circle-time.co.uk) or call 01225 719204 for a full catalogue.



# Pocket Wet Playtime Games

Pocket Wet Playtime games is crammed full of great ideas to ensure nobody groans when it is Wet Play! In fact, let's hope, as the ideas from the book embed in your classrooms, there is a warm flow of delight at the chance to be inside with different types of activities.

Jenny Mosley is highly acclaimed for her pioneering work in dining halls and playgrounds. Her ideas are embedded in thousands of primary schools, many of whom attribute Ofsted success in these areas to her common sense and flair for knowing what children and adults need to be calm and happy.

**Jenny Mosley's Pocket books  
are perfect for playtimes.**



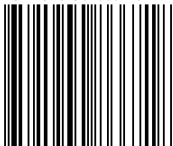
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