

Games



Play large-group games.
(25 minutes)

MATERIALS NEEDED:

- Dodgeballs
- Cones

LARGE-GROUP GAME: LINK TAG

Materials: None

How to play: Have the group pair up with partners. Partners should link arms at the elbows and have both hands on their hips. Ask for two volunteers, and assign one of them to be “it” and the other to be the “runner”. Have the players practice how to detach, who becomes the “runner” and who stays linked at the elbow. The player who is “it” must try to tag the “runner”.

The “runner” must find a pair of students and link arms at the elbow. The person on the other side of that pair detaches and is now being chased by the person who is “it”. The new “runner” must then find another pair to link up with, in turn detaching another person. If the “runner” gets tagged before they can find someone to link elbows with, the “runner” then becomes “it” and chases the other person. The “runner” must link to another pair within 5-10 seconds. The game lasts until the leader says it’s over.

It can be helpful for the leader to watch carefully and manage potentially confusing situations, specifically when the “runner” thinks they have linked up and the person who is “it” thinks they have tagged them just before linking (creating two people who think they are “it”).

LARGE-GROUP GAME: SCATTERBALL

Materials: Dodgeballs

How to play: Dodgeball with a twist. To start, everyone must have a hand on a dodgeball. Throw the ball up in the air while everyone scatters. Somebody needs to grab the ball in the air or off the ground. Whoever has the ball can only take three steps. After three steps, the player must throw the ball- dodgeball style- at another player. If the ball hits a player, that player sits down right where they are. BUT, they can still play; they just can’t move from their seated spot. If a player is hit by the ball and catches it, then the throwing player sits down. The player sitting can get back into the game when the player who hit them is hit and sits down. The game ends when only one player is standing.

LARGE-GROUP GAME: ROCK, PAPER, SCISSORS WAR

Materials: Cones

How to play: In this game, players in teams of 4 or 5 face each other at opposite ends of the playing area. In front of each teams' line is a cone to mark where a point is scored. On the "GO" signal or whistle, the first person in each line will run towards each other until they meet- they play Rock, Paper, Scissors. The loser of Rock, Paper, Scissors returns to the back of their line, while the winner continues running towards the opposition cone. By now the next person in the yellow team should be running towards the blue player, advancing towards their cone. Wherever they meet, they play Rock, Paper, Scissors... the winner continues, the loser goes to the back of their line, and hopefully the next in line has reacted and is running out to meet the advancing player. Try it out and have some fun! Play for a certain time, or up to a certain amount of points.