

## Games



Play large-group games.  
(25 minutes)

### MATERIALS NEEDED:

None

### LARGE-GROUP GAME: FREEZE TAG

Materials: None

Object of game: To be the last person to be frozen.

How to play: Choose one student to be “it.” This student has the power to freeze anyone in their tracks with a simple touch! As the “it” tags people, they must freeze where they are. Other students that are not frozen can touch the frozen students to unfreeze them. Play ends when all students are frozen or when time runs out.

### LARGE-GROUP GAME: ANIMAL RELAY RACE

Materials: None

Object of game: To be the first team to have each person complete the relay.

How to play: All the players on each team form a line behind the designated starting line. On the “go” signal, each team will compete in the relay that you have told them. Players are to go to the turnaround point (which you designate) and back to the starting point. The animal relays are as follows: Chimp Relay (Each player grabs their ankles with their hands and makes chimp noises.) Kangaroo Relay (Each person must hop to the turning point with their hands out in front of them.) Armadillo Relay (Each person rolls in a ball to the turning point and then runs back.) Penguin Relay (Each person has to put their heels together and waddle to the turnaround point and back.) Snack Relay (Each person must lie on their stomach and slither to the turning point and then get up and run back.), Leapfrog Relay (The last person in the line hops over everyone else in line to become the new first person in line.)

### LARGE-GROUP GAME: RED LIGHT, GREEN LIGHT

Materials: None

Object of game: To be the first person to get from one end of the room to the other.

How to play: One leader stands at one end of the space, and all the students will stand at the other end. The leader will yell out either “Green light,” “Yellow light,” or “Red light.” When yelling out “Green light,” the leader closes their eyes, and the students can run as fast as they want. The leader can then yell out “Yellow light” or “Red light” and open their eyes. On “yellow light,” students can only be walking, and any student that the leader sees running has to go back to the wall and start over. On “Red light,” students must stop, and if the leader sees anyone moving, they must go to the wall and start over. The student that gets to the leader’s side first is the winner.