

## Games



Play large-group games.  
(25 minutes)

### MATERIALS NEEDED:

- Pool noodles cut in half, 1 half-section per child
- Beach ball
- 2 goals

### LARGE-GROUP GAME: BLOB TAG

Materials: None

How to play: A designated area is decided upon to play. Have each child get into pairs and spread out over the playing area. Choose one pair to be “it”. The pair that is “it” tries to run and tag other players. The two must remain holding hands while chasing others.

If someone gets tagged, they must join the blob of people. The game ends when everyone is tagged.

### LARGE-GROUP GAME: FIELD NOODLE HOCKEY

Materials: Pool noodles (enough for each student to have half a noodle), beach ball, two goals

How to play: Divide the students into two teams, and give everyone a pool noodle cut in half. Put the beach ball in the middle of the field, and have the students use the noodles as “hockey sticks” and the beach ball as the “puck”. There are no goalies, so students should work together to hit the ball toward the other goal using the noodles. Kicking the ball is not allowed. Instruct students that if they use the pool noodle to hit each other, they will be given a penalty and that player or players will need to sit out for two minutes. The object of the game is to score more goals than the opposing team.

### LARGE-GROUP GAME: FIND THE LEADER

Materials: None

How to play: One person stands in the center of a circle with their eyes covered. The leader designates someone in the circle to be the leader without the person in the center seeing who it is. The person in the center uncovers their eyes while the whole circle begins to clap their hands. The leader can change what the group is doing at any time (hopping on one foot, swinging arms, running in place, waving one hand, pulling on one ear, etc.) Everyone follows the leader’s action. The objection is for the person in the center to discover who the leader is. If the leader is guessed, that person gets in the center, and the game is played again with another designated leader. Depending on the size of the group, consider giving the person in the center two or three guesses.