

## Games



Play large-group games.  
(25 minutes)

### MATERIALS NEEDED:

- Colorful tape
- Chalk or tape
- 5 papers marked with X and 5 marked with O

### LARGE-GROUP GAME: LINE TAG

**Materials:** Tape (if you have a gym with a lot of lines already drawn, then you need no supplies)

**How to play:** If you do not already have a large room that has lines on the floor, use some tape to draw lines around the floor in various designs and locations to make for a great “game area”. Have students spread out around the game area, standing on a line. Choose one student who will be “it”. On your signal, the student who is “it” attempts to tag everybody else. The last person standing is the winner. Here is the catch: Everyone can only move around by following the lines. They must run on the lines, not just anywhere. (Note: They don’t have to walk or run as if on a tightrope, but they can only follow the lines and must have at least one foot touching them.) Everyone is allowed to jump from one line to another. However, if a student steps off of the line (or misses it when jumping from one to another), they are “out”. If the person who is “it” steps off a line or misses one, then they have to have a 15-second “freeze” in place before they can continue chasing others. Whenever a person is tagged, they are “out” and must sit down right where they were tagged. This ends up causing some slight “roadblocks” for those who are still in the game and trying not to get caught.

**Variation:** There is another way of playing this game which makes it last a LOT longer. In this version, when a person is tagged, they sit down where they were tagged. However, another person who is still in the game can come over and tag them to restore them back into the game. This would mean that the person who is “it” would have to tag everyone before they can restore anyone to the game. If you use the variation, have more than one person who is “it” to make it more fair.

### LARGE-GROUP GAME: 4 CORNERS

**Materials:** None

**How to play:** Assign a number or color to each corner. For example, you could label them Corner 1, Corner 2, Corner 3, and Corner 4, or give them distinct colors like red, blue, green, or yellow.

**Choose someone who is “it” or a leader:** One player is chosen such. This player will be responsible for calling out the corners. Consider having a leader countdown from 10 each round. The person who is “it” must keep their eyes closed while counting down and calling a corner.

**Players Scatter:** All other players scatter and move around the play area. They must stay on their feet and cannot leave the designated play area. While the person who is “it” counts down, players must choose a corner before the counter reaches zero.

**Call a Corner:** The person who is it or the leader calls out one of the corners by

its number or color. For example, they might say “Corner 2!”

**Eliminate Players:** All the players in the called corner are out of the game. Make a designated spot for players who are out to remain until the end of the game.

Continue calling corners until there are only a few players left. The last player remaining is declared the winner.

### LARGE-GROUP GAME: TEAM TIC TAC TOE

**Materials:** Chalk or tape, 5 sheets of paper marked with “X” and 5 with “O”.

**Setup:** Draw a large Tic Tac Toe grid on the ground using chalk, tape, or cones. Make sure it’s big enough for players to move around comfortably within each square. Divide the participants into two or more teams, depending on the number of players. Each team should have an equal number of players. Designate start and finish Lines: Mark them clearly, as you would in a regular relay race. Each team will have chalk or paper to add their symbol (“X” or “O”) on the Tic Tac Toe grid.

**How to play:** Each team lines up behind the start line, with the first player ready to begin the relay race. The first runner from each team starts the race upon the signal to begin. Their objective is to reach the Tic Tac Toe grid and place their team’s symbol (“X” or “O”) in an empty square. As each runner completes their leg of the relay race, they must place their team’s symbol on the Tic Tac Toe grid before the next teammate can start their race. The race continues until one team successfully forms a winning line on the Tic Tac Toe grid (horizontally, vertically, or diagonally). That team then declares victory in both the relay race and the Tic Tac Toe game.

**Alternative 1:** Teams can strategize to place their symbols strategically on the Tic Tac Toe grid to create winning lines while also blocking their opponents from doing the same.

**Alternative 2:** To add complexity, you can introduce different paths or obstacles that runners must navigate before reaching the Tic Tac Toe grid.

**Additional Rounds:** You can play multiple rounds, with teams alternating starting positions in each round, to determine the overall winner.