

Mirror

Draw two lines on the ground about 10 metres away from each other. One person is the mirror, and they stands on one line facing away from the other players. The others stand on the other line and try to sneak up and touch the mirror without being noticed. The mirror peeks every once in a while and tries to see the other players moving. If the mirror is successful, the players that they see have to go back to the start. The first one to touch the mirror is the winner and gets to be the mirror in the next round!

Church rat

Find a suitable playing area (for example, a yard, park, forest, etc.) and choose a rock, tree or some other landmark as the jail. One of the players is the church rat, whose goal is to catch all the other players, or rats, and put them in jail.

At the start of the game, the church rat closes their eyes and counts to 100 or some other number while the others look for a hiding place. Then the church rat starts looking for the other rats, who are allowed to change their hiding place during the game. When the church rat sees another rat, they runs to the jail as fast as possible and shout, "I saw Snif the rat", which means that Snif has to go to jail. A rat that has been seen and had their name shouted goes to jail and stays there until they are rescued or the games ends. The rats in jail can be rescued when a rat that is still free touches the ones in the jail. Then the rescuer shouts: "All rats rescued!" The last rat to be put in jail gets to be the church rat in the next round.

Statues

One player is selected as the Curator, and the other players stand 10-20 metres away from them. The Curator turns their back to the others, who can move around whenever the Curator is turned away but have freeze in place whenever the Curator looks at them. The goal is to get close enough to touch the Curator. When the Curator sees a player moving, this person has to go back to the start. The first player to touch the Curator is the winner and gets to be the next Curator.

Colours

This game is a bit like Statues, but it has a colour leader instead of a curator. The game starts in the same way: the players stand in a line at a suitable distance from the colour leader. The goal is to reach the colour leader. However, instead of trying to sneak up, the players have to advance according to the conditions set by the leader: the leader says the colour and how far the players can advance. All players who are wearing that colour are allowed to move forward. For example, the leader could say: "Everyone who is wearing green, take one giant step forward!"

Steps used to move forward in the game:

Human step: One ordinary step

Giant step: The longest possible stride without momentum

Mouse step: The smallest possible step of half the length of your foot

Kangaroo jump: A two-footed leap without momentum

Hedgehog roll: Lie down on the ground on your side and roll over once

Somersault: Move forward by the length of one somersault

Gorilla hop:



Crouch down so that your hands touch the ground. Put your hands in front and then take a two-legged hop forward.

These are the ways you can move forward, and the first one to touch the colour leader gets to be the next leader. You can also play a simplified version of the game by using ordinary steps instead of the different options listed above.



Plug-in tag

Plug tag is played the same way as normal tag except that players can be rescued. After being tagged, a player is frozen in place and holds their hands out to leave a space on each side between their hands and body. The other players can rescue a frozen player by putting their hands through the space, just like they were putting a plug in a socket. In this game the 'it' child doesn't change all the time but only after they have frozen everyone at the same time. Two people should be 'it' if there are many players.

Centipede run

The players divide into teams of six to ten players, which line up at the starting line. Each player takes hold of the waist of the player in front of them. At the 'go' signal, the teams run to the finish line about 30 metres away without letting go of each other. The team that reaches the finish first in one piece is the winner. If a team breaks up, it is out of the competition.

You can increase the level of difficulty by having the first person in the line go down on all fours on the grass so that the other players have to take hold of the ankles of the person in front of them. Now the players move forward by crawling.

Ten sticks on the board

Place a stump, rock or something similar under the middle part of a solid board and draw a circle on the ground beside it. Put 10 sticks on the lower end of the board, after which one of the players stamps on the other end of the board to scatter the sticks. One player is designated as the collector and tries to catch one of the sticks from the air. If they are successful, the kicker has to be the collector and begins to pick up the sticks.

If the designated collector doesn't catch any of the sticks, they have to pick up the sticks and place them back on the board. The other players run and hide at the same time. When all the sticks are back on the board, the collector shouts: "Ten sticks on the board!" and begins to look for the hidden players. If the collector sees someone they shout that player's name, run to the board and step on it. The person who was seen stays in the circle drawn beside the board and the collector continues to look for the others.

If the person who was seen gets to the board before the collector, they can scatter the sticks again and shout: "Ten sticks in the air!" and run and hide again. The collector picks up all the sticks again and then shouts: "Ten sticks on the board!" again.

The players who are hiding can also make the collector's work more difficult by sneaking up to kick the sticks into the air again. Every time the sticks are kicked, the players found are rescued and they can hide again.

In order to avoid making the collector's task too hard, the players can agree that each hidden person can only rescue the others once. When all the hidden players are in the circle, the last person to be found becomes the new collector.

Tag

One of the players is chosen to be 'it'. This player tries to tag the others and anyone who is tagged by the 'it' child then becomes 'it'. The game can also include a safe harbor (a tree or rock), which means that a player touching that object can't be tagged.



Last pair out of the oven

This game requires an uneven number of players: one chaser and any number of pairs.

The game starts with the players standing in two lines behind the chaser. When the chaser shouts: "Last pair out", the last pair in the line starts to run towards the front of the line and past the chaser. When they are beside the chaser, he/she can start to chase either of the players. If the pair being chased reaches each other without getting caught, they can return to the line as the first pair. If the chaser touches one of the players, this person becomes the chaser's pair and the other player becomes the chaser.

You can also play this game on skates!

Drop the stick

Draw a circle on the ground and around it a semi-circular place for each player. Draw a small circle in the middle of the large one – this is the pit.

All the players except for the 'it' child take their places. The 'it' child starts to move around the circle behind the players with a stick or some other small object in their hand. The 'it' child tries to drop the object behind someone so that they don't notice. When that player notices that the stick was dropped behind them, they have to pick it up and start running in the opposite direction around the circle, trying to get back to their place before the 'it' child does. The one who gets to the empty place first can stay there, and the other one is 'it'.



A player has to go to the pit if they don't notice that the object was dropped until the 'it' child has completed their round. A player gets out of the pit when the same thing happens to another person.

Grandma, the wolf and the hunter

Try this theatrical variation of the rock-paper-scissors game:

The game starts by dividing the players into two teams, both of which are assigned their own area. For each round of the game, the teams choose whether they are a group of grandmothers, wolves or hunters.

Wolf: frowns, shows its claws and growls.

Grandma: Makes a knitting action and says "click click click click."

Hunter: Holds their hand as if they were carrying a gun and says "boom, boom"

The teams come to a line between the two areas and simultaneously act out a pantomime that represents the group that they chose earlier. The wolves beat the grandmothers, the grandmothers beat the hunters and the hunters beat the wolves. The winning team gets to take one player from the opposing side. The game continues until the winning team has all the players on its side.

Follow the leader

One of the players is chosen to be the leader, and everyone has to follow and imitate everything that the leader does. Each player takes a turn being the leader. The leader can clap their hands, lift their hands above their head, go around objects, jump, hop, crawl, sing, dance and so on.

