

# Playground Games and activities

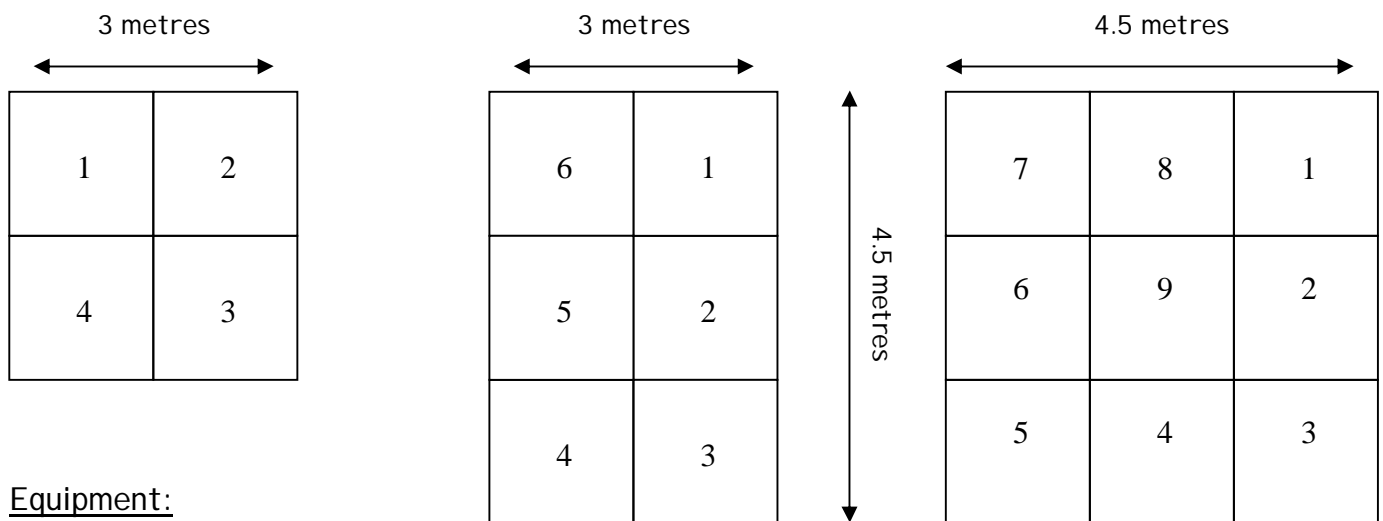




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## FOUR SQUARE (Square ball)



### Equipment:

One large ball.

### Formation:

One player occupies each square and remainder wait behind a line for a turn.

### Game:

No. 4 serves by bouncing ball in own square then hitting it into any other square. The player in whose square the ball lands tries to hit it into any other. The rally continues until a player is put out by failing to hit a ball on the first bounce or breaking some other rule. This player goes to the waiting line and a new player comes into Square 1, while other players may move on one place. The aim is to progress to, and remain in square 4, or winner could be the player making the most serves before being put out.

### Rules:

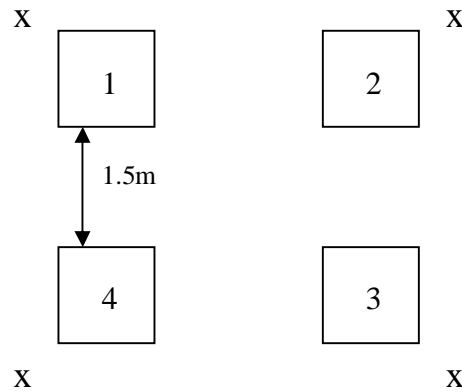
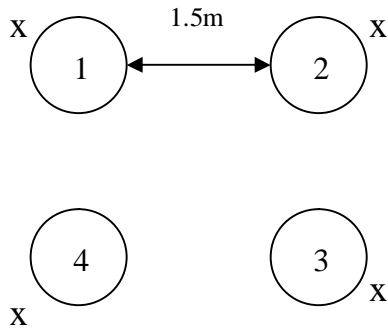
Player is out if he/she:

- Hits the ball other than with both hands, fingers pointing downwards
- Hits the ball which bounces in any square not his/ her own
- Hits the ball on to a line
- Hits the ball on the full or gets hit by a ball on the full while standing on a square
- Hits the ball on the full on to a player standing outside the square
- Hits the ball outside the marked area

### Variations:

- Using 6 squares; this caters for more players
- Using 9 squares; this variation has the advantage of not only using more players but also makes it very difficult for a player to survive long in the King Square (no. 9), so one player cannot dominate the game indefinitely

# EDEN BALL



## Equipment:

One large or small ball.

## Formation:

One player covering each circle. Any number waiting.

## Game:

Server 4, (standing in circle to serve) throws the ball to bounce into any other circle where it is caught on the first bounce by the player covering that circle. The game continues uninterrupted until a player throws the ball outside the lines bordering the circles or drops the ball. He/she then joins the waiting players. Incoming player covers circle 1 while others may have to move to replace the player put out. Players aim to progress to, and remain at, Circle 4.

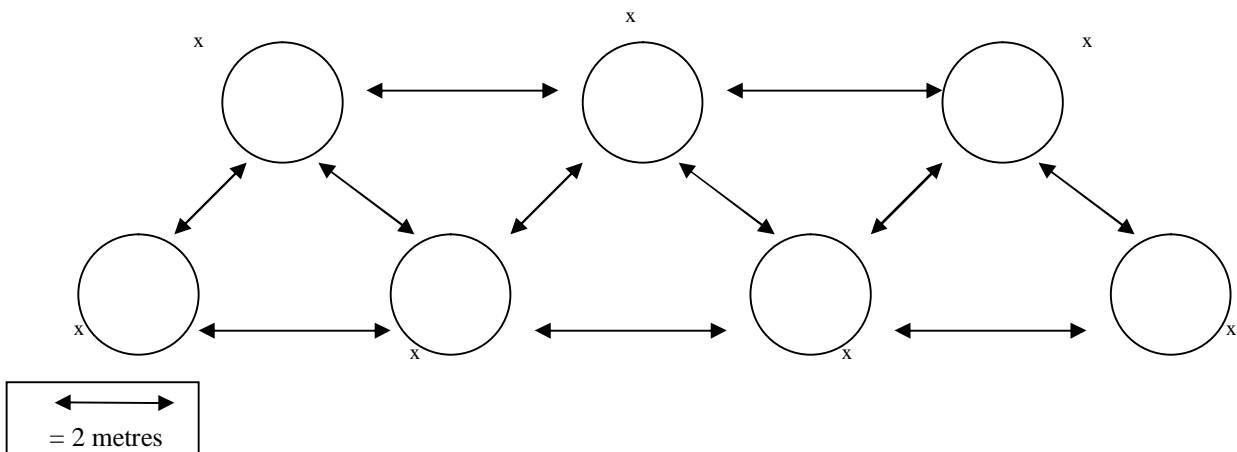
## Rules:

- On the line is in
- Stepping rules as in basketball or netball
- Waiting players stand behind the waiting line - except for next player to come in, who may act as umpire if desirable

## Note:

The distance apart and size of circle should be according to ages and ability ( 3 metres between circles, 1 metre diameter usually suits primary schools)

## SEVEN CIRCLES (Chasm ball)



### Equipment:

One large ball and 7 hoops or permanently marked circles.

### Formation:

One player guards each hoop (standing outside it), the rest line up behind the line. The hoops are equi-distant at 2 metres as diagram shows.

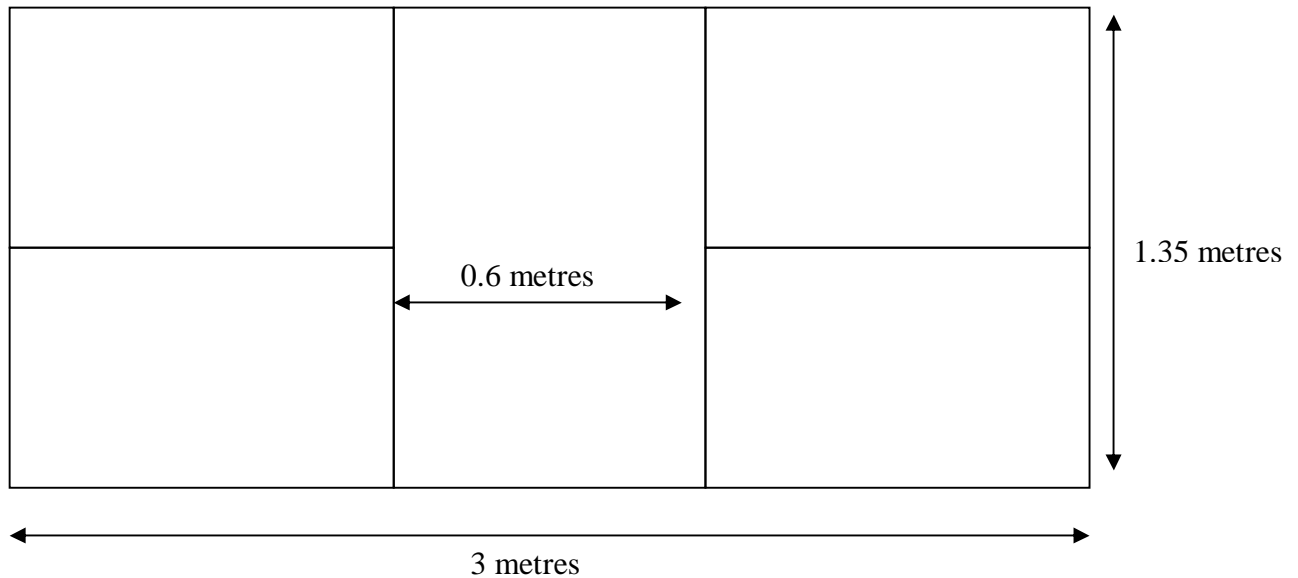
### Game:

The player with the ball (could be anyone) starts the game by throwing it to bounce in any other circle. It is there caught on the first bounce by player guarding that hoop, who does the same. Play continues until the ball misses a hoop, or other rules are infringed. When a player is 'out', he/she goes to the end of the waiting line, and the first person in the line runs in to guard the vacant hoop. THE GAME DOES NOT STOP.

### Rules:

- Stepping rule applies (i.e. basketball/ netball)
- The ball must not be held for more than three seconds
- When a player is out, the ball must be thrown into another hoop before being thrown into the vacated circle
- The game does not stop; any player may retrieve the ball and restart the game by throwing it into another hoop
- First player in the waiting line is the umpire
- On the line is in
- The hoops are not numbered, and players stay at the one they run to until put out

## GROUND TENNIS



### Equipment:

One tennis or other suitable small ball.

### Formation:

Two players, one each end of the court.

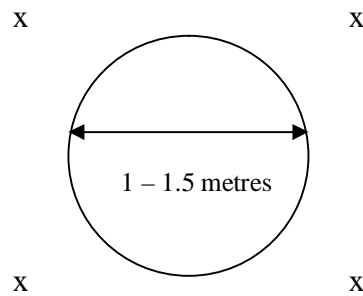
### Game:

Server bounces the ball outside the right-hand service court and hits the ball with his hand into the diagonally opposite court to start play. Thereafter, players hit the ball into any part of opponent's court. The game continues as for tennis.

### Rules:

- a. Line balls are counted as in
- b. Ball landing in neutral (centre) space is out
- c. Five serves each – game up to 21 points

## CIRCLE BOUNCE BALL



### Equipment:

One large, or small, ball.

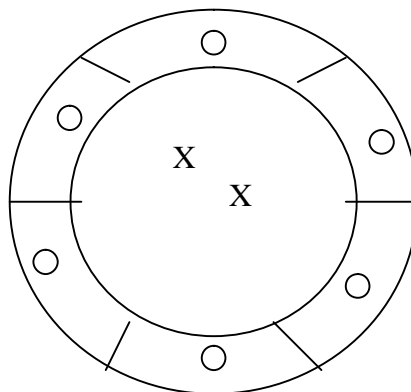
### Formation:

Four players around circle, 1-1.5 metres in diameter.

### Game:

Ball is batted with one or two hands to bounce in circle. Players bat ball on first bounce. Try for the most bats before ball is either hit outside circle or missed on the first bounce. May be made competitive with two players on each side.

## QUICK CHANGE



### Formation:

6 runners and 2 interceptors.

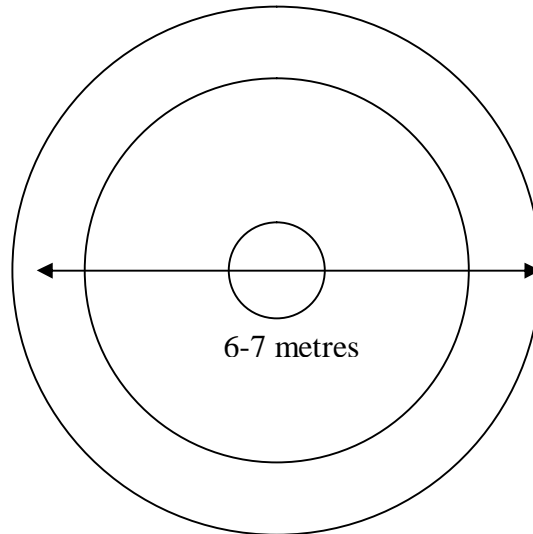
### Game:

Runners try to change places with any other runner except a neighbour. Interceptors try to beat runners to a base during this change.

### Rule:

Both feet inside base required for possession.

## BALL VERSUS RUNNER



### Equipment:

One large or small ball.

### Formation:

Players in a circle (either inner or outer, depending on numbers) spaced according to the throw or pass to be used.

### Game:

Runner tries to race the ball around the circle. He/she passes to the right (or left) and runs in the same direction, trying to reach his/her original position before the ball is passed around the circle and caught for the second time by the first player. This player now becomes the runner.

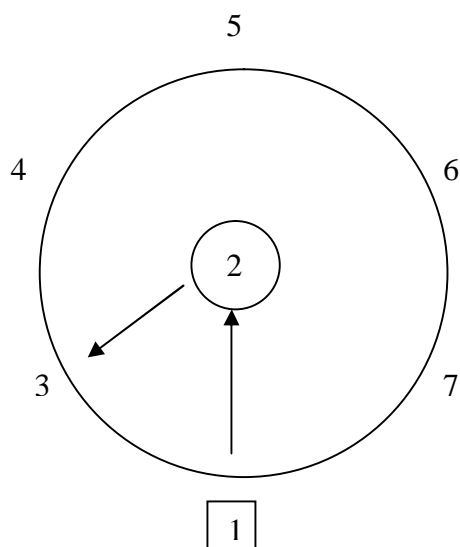
### Rules:

- a. If the first pass is dropped, the runner must start again
- b. Each player in circle must receive a pass in turn
- c. The player who drops the ball must retrieve it

### Note:

May be taken as a race or as a relay if two or more circles are operating.

## IN AND OUT (Practice or Relay)



### Equipment:

One large ball.

### Formation:

Team of 6 to 8 players spaced evenly around a circle and one player in the small inner circle. No. 1 player on the outer circle starts with the ball.

### Practice:

1 passes to 2 and runs to stand behind 2. 2 passes to 3 and runs to stand in no. 1's original position. 3 passes to 1 (who is now in the centre circle) and runs to stand behind 1. 1 passes to 4 and goes to 3's former position, and so on until all are back in their original places and 1 has the ball at the start.

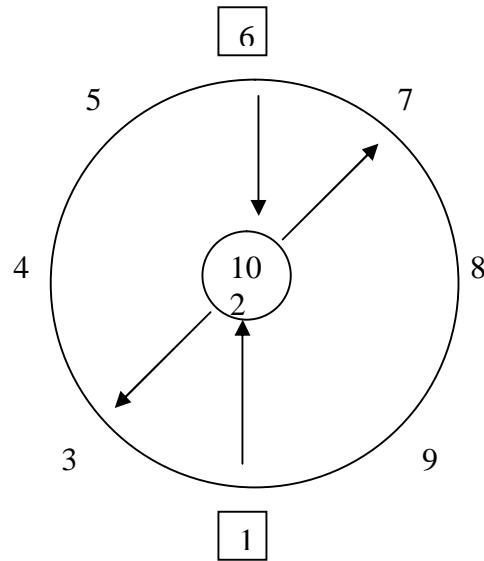
### Rules:

- a. Players must be outside the larger circle to receive the ball but may step in as they pass the ball (basketball stepping rule to apply)
- b. Centre player must have at least one foot in the small circle when passing the ball

### Note:

If taken as a relay, have two or more teams. Winning team is the one which is first to have all players back in their original formation

## IN AND OUT (Racing)



### Equipment:

Two large balls.

### Formation:

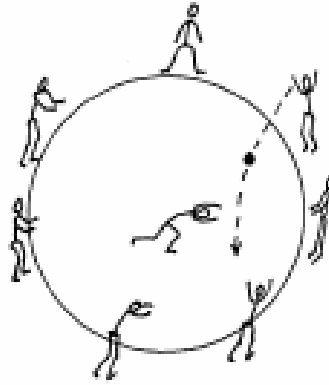
As for In and Out (Practice), except:

- There are 10 players
- 1 and 6 start with a ball each
- An extra player, 10 stands back to back with 2

### Game:

Players try to make one ball overtake the other while carrying out the movements of In and Out (Practice)

## WANDERING BALL



### Equipment:

One large ball.

### Formation:

Team of 8 to 12 players in a circle with one player in the middle.

### Game:

The ball is passed freely across the circle while centre players try to intercept. If successful, he changes places with the player who passed the ball.

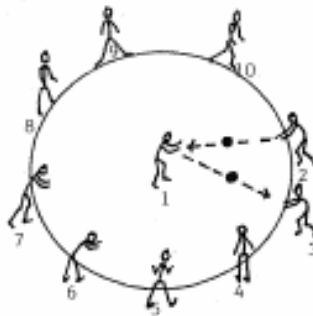
### Rule:

Ball must not be passed between adjacent players.

### Variations:

- a. As above, but players freely spaced instead of circle formation.
- b. Two or more interceptors may be used.

## TWIN BALL



### Equipment:

Two large balls.

### Formation:

Team of 10 to 12 players spaced evenly around a circle with 1 in the centre. 1 and 2 have a ball each.

### Game:

1 passes to 3 and immediately receives the other ball from 2. He passes this ball to 4 and receives back from 3 and so on until he/she passed to 10 and receives from 9, whereupon he passes to 2 and changes places with him/her. 2 now passes to 1 and receives from 10, after which the games continues (with all players having a turn in the centre) until all are back in their original positions.

## TEAM DODGE BALL



### Equipment:

One large ball.

### Formation:

Two teams of up to 12. Attackers spaced around a circle and the dodgers in file joined with waist grip.

### Game:

Attacking team try to hit last player in file. Dodgers may move to prevent this provided they maintain waist grip.

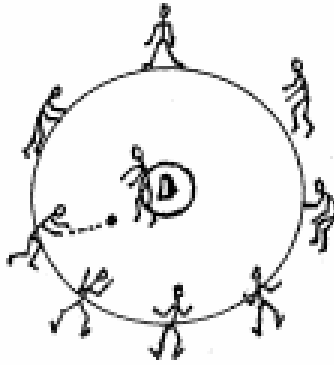
### Rules:

- a. End player joins attacker when a) file is broken or b) if hit. The game continues until all dodgers have joined the attackers, when teams change over.
- b. Game may be played to a time limit.

### Variations:

- a. With younger children use, say, three dodgers at a time.
- b. Divide dodgers into two teams thus having two tails to hit.

# TOWER BALL



## Equipment:

Large ball, skittle or tower.

## Formation:

One defender, several attackers.

## Game:

Attackers attempt to knock down skittle or tower. To do this they may pass the ball to each other before shooting in order to catch defender out of position.

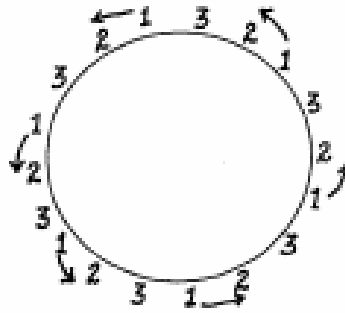
## Rules:

- a. Defender may use hands, feet, body, but must not kick wildly.
- b. Successful thrower becomes defender.
- c. If a player crosses the line to retrieve a ball, he/she must throw it to someone outside the circle.

## Variations:

1. All players in turn become defenders.
2. Defender may not step inside the small circle where the tower is placed.

# CIRCLE CHASE TAG



## Formation:

Group in large circle numbered in threes.

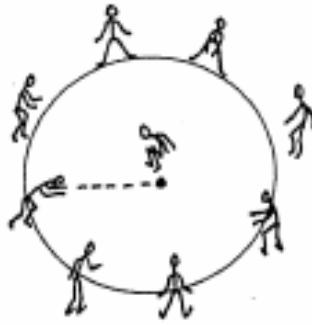
## Game:

On command `Ones`, only those players leave their position and run around the circle trying to tag one or more runners in front. When tagged, players rejoin circle immediately (i.e. at spot where tagged). After reasonable chase, a signal is given, whereupon all 1's return to original positions ready for the next number to be called.

## Variations:

1. Change numbers: A non-stop tag where teacher (or chosen child) calls another number; those running stop and reform in the circle while the new numbers chase.
2. First back: On the call of a number those players race once around the circle trying to be first back to place.
3. Circular dribbling: The runner called has a ball and dribbles it, trying to overtake the player in front.

# CIRCLE DODGE BALL



## Equipment:

One large ball

## Formation:

8 to 12 players standing on outside of circle and one player (dodger) inside circle.

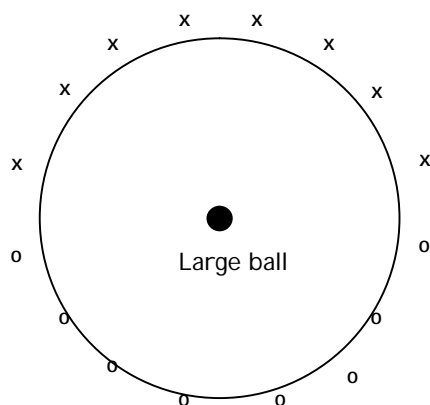
## Game:

Players try to hit the dodger below the knee with the ball. Players may not step into the circle but may pass to another player more favourably placed.

## Variations:

More than one dodger or more than one ball, or both.

## MOVING TARGET (BOMBARDMENT)



### Equipment:

One large or rugby ball; some small or large balls for each team.

### Formation:

Two teams of 7 or 8, each team guarding a semicircle.

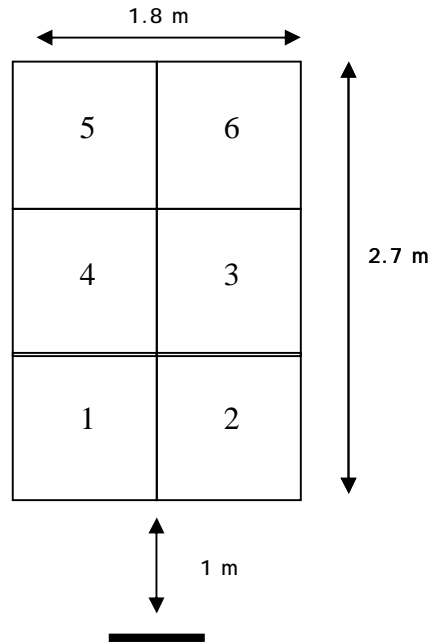
### Game:

Players try to knock the target ball over the opposite team's throwing line, by hitting it with a small ball, thus scoring a point.

### Rules:

- a. The target ball must not be touched by a player – penalty, a point to opposing team.
- b. Any player may retrieve a thrown ball but must return to the throwing line before throwing at the target.

# PAVEMENT BALL



## Equipment:

Large or small ball.

## Formation:

Pairs. A thrower, and a person waiting for a turn.

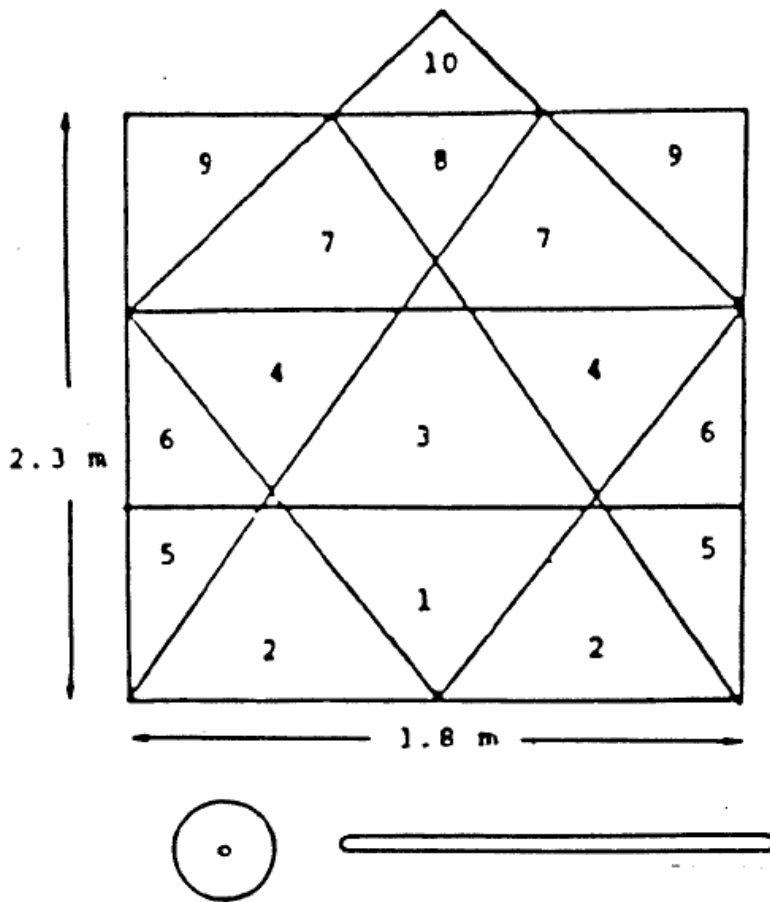
## Game:

Thrower tries to roll ball into each square in order, and retrieve it before it rolls out. When a mistake is made, players change places.

## Variations:

1. When a player succeeds on square 6 he can initial square 1 with chalk and begin again at square 2, etc.
2. Lob ball and catch bounce before catching.
3. Lob ball and catch on first bounce.
4. Lob ball and pat bounce the number of the square.
5. Lob ball and catch on full while standing in the square.
6. A combined sequence of variations 1-5.

# SHUFFLE BOARD



Pushing distance varies with age of children

## Equipment:

Pole, 1.5 metres, 15cm discs (which could be made from the ends of small apple boxes, with a bottle top attached to the centre for leverage).

## Game:

From behind the line, the disc is pushed (using the pole) onto the grid.

## Variations:

1. A player wins who is first to push his/her disc into the numbered spaces 1-10. If successful with a push, with a disc coming to rest in the designated number, player has another turn.
2. Player with highest score after a set number of turns (e.g.20), wins.
3. Player first to score 21 (exactly) wins.
4. If more than one disc is available per player, e.g.3, the player with the highest score with the three discs wins. NB: Using your disc to push opponents disc out of bounds is legal play.

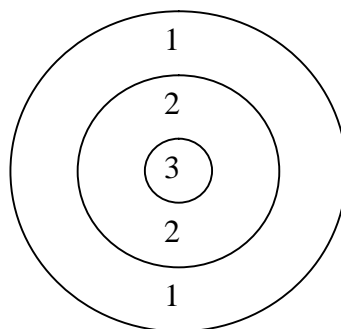
## GROUND TARGET

### Diameters:

30 cm

50 cm

70 cm



### Equipment:

Large ball / Small ball / Bean bag / Flying disc (Frisbee).

### Formation:

In pairs, facing each other behind either the front or back line – depending on ability of participants.

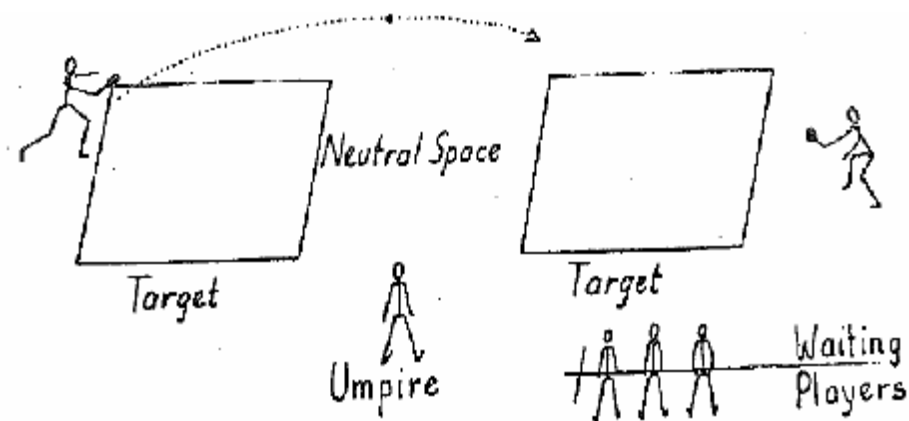
### Game:

Alternate throws. First player to reach 21 wins.

### Variations:

1. Change of missile – large ball, small ball, bean bag, Frisbee.
2. Largest score after 10 throws.
3. Smallest score after 10 throws.
4. Score negated if ball caught by opponent on the first bounce.

# TARGET TENNIS



## Equipment:

Two padder tennis bats, one tennis ball.

## Game:

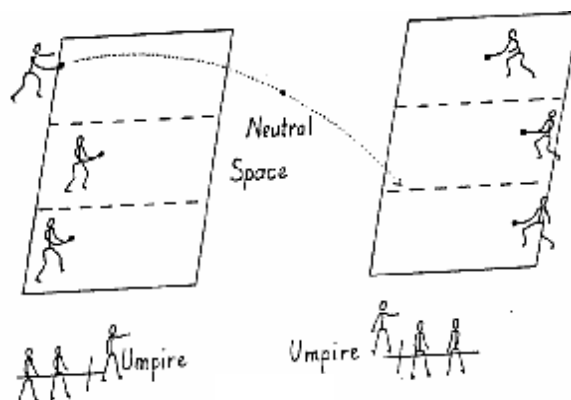
Player with ball serves (any method) into opponent's target, who plays it back into the servers target, like tennis. When an error is made, that player leaves his bat on the court and is replaced by a umpire. A new umpire (next in line) takes over for the next rally, and so on.

## Rules:

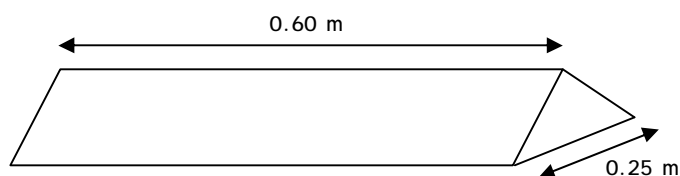
Similar to tennis. Alter size and spacing as needed.

## Variations:

1. Competitive - with two waiting lines of opposing teams.
2. Pair game - score as in tennis or first to 15 points.
3. Three-court Group Tennis - This is similar to target tennis except that:
  - a. Target should be wider
  - b. Three players each end covering a third of the court each.
  - c. Two teams of players waiting their turn at each end.
  - d. Player who makes an error places bat on court and is replaced by the nearer umpire.



## GUTTER BALL



### Equipment:

2 pieces of timber, 15cm x 2cm and a tennis ball.

### Formation:

Two players, A and B facing each other with the gutter board between them.

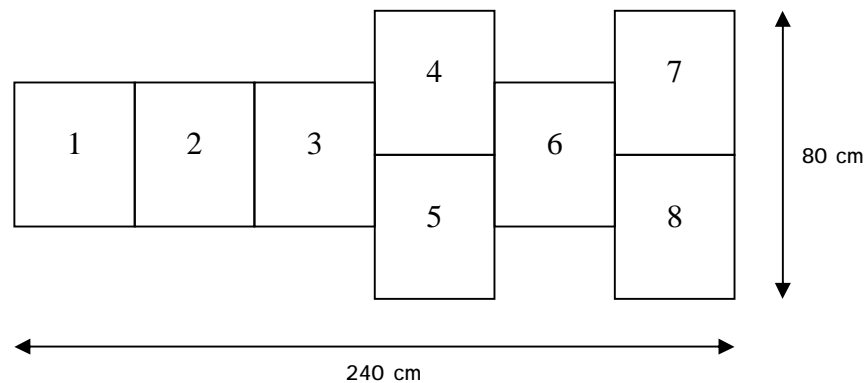
### Game:

Player A throws the ball at the board. One point is scored if A makes a good bounce and catches the ball on the rebound. If the board is missed, the ball will travel to player B (opponent). At this point, the opponent has the opportunity of throwing the ball at the board in an effort to score. The player with the highest number of points in a given time is the winner.

# HOPSCOTCH GAMES

## General Rules:

1. Miss a turn if
  - a. you step on a line
  - b. your stone or object lands on a line.
  - c. you play out of turn
  - d. you lose your balance and your other foot touches the ground.
2. Begin each turn at the point where previously missed. The winner is the first player to complete the entire game, all other players having had their turn.
3. In most games, a stone or flat object is required by each player.



# HOPSCOTCH

## Game:

Each player has a stone. The first player throws his/her stone into Base 1 then hops to Base 2 and 3, making sure not to step into the base containing the stone.

Player continues forward into Bases 4 and 5 with one foot in each base, hops into Base 6 then into Bases 7 and 8 with one foot in each base.

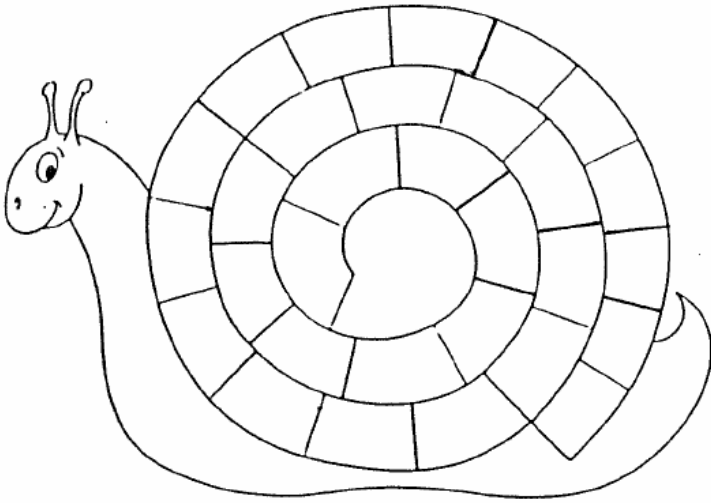
Player turns and returns in reverse order to Base 2, then balancing on one foot, bends forward to collect his/her stone and jumps out.

Player then throws his/her stone into Base 2 and continues his/her turn unless he/she misses, in which case he/she must return stone to Base 1 and the next player takes a turn.

The game continues in this manner until a stone has advanced one space each time, reached Base 8 and returned in reverse order to Base 1.

The first player to finish is the winner.

## SNAIL SCOTCH



Sections will vary - approx. 38cm long x 25cm wide.

### Game:

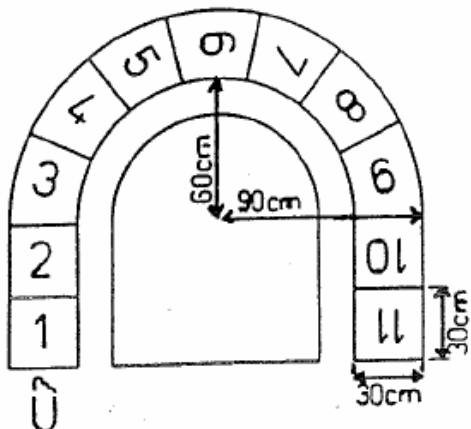
Starting from the outer base of the snail and proceeding to the centre circle, the player hops through all bases and then reverses to the centre circle, the player hops through all bases and then reverses. Players may place both feet on the ground in the centre circle.

If the player successfully completes the Snail without stepping on any lines or losing balance he/she selects a base and chalks their initials.

This base becomes their resting station and no other player may enter. A player may place both feet on the ground in his/her resting station.

The next player takes a turn and if successful, claims a base; otherwise he/she misses a turn. The winner is the player who claims the most bases.

## HORSE-SHOE SCOTCH



### Game:

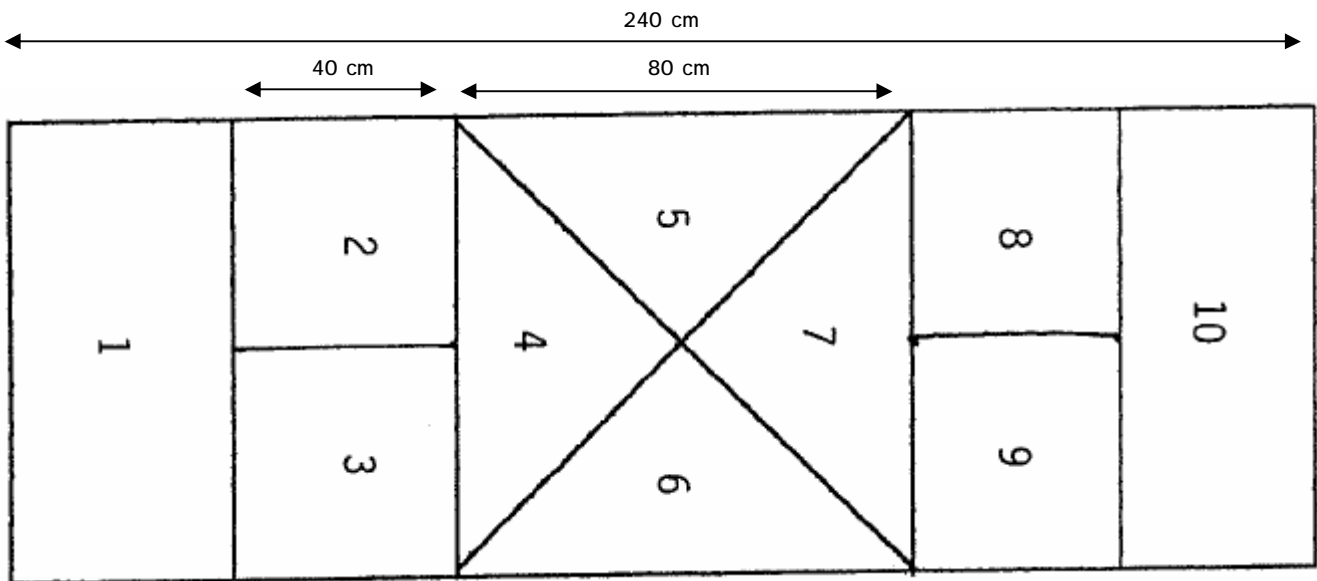
From the shape marked within the shoe, the first player tosses a stone into Base 1, moves to the footprint and hops into Base 2, then 3, up to 11 and returns. He/she stops in Base 2 and bends forward, balancing on one foot, to collect the stone and jumps out.

The player then throws their stone from the shape marked within the shoe to Base 2. If the stone does not land within the lines of Base 2 he/she returns the stone to Base 1 and the next player takes a turn.

Continue this procedure through all the numbers and then reverse.

The first player to finish is the winner.

# RECTANGULAR HOPSCOTCH



## Game:

Each player has a stone.

The first player throws their stone into Base 1 then hops to Bases 2 and 3 with one foot in each base, making sure not to step into the base containing their stone.

Player continues in this manner into Base 4, then into triangle Bases 5 and 6 with one foot in each base.

Continuing forward he/she hops into Base 7 followed by Bases 8 and 9, with one foot in each base.

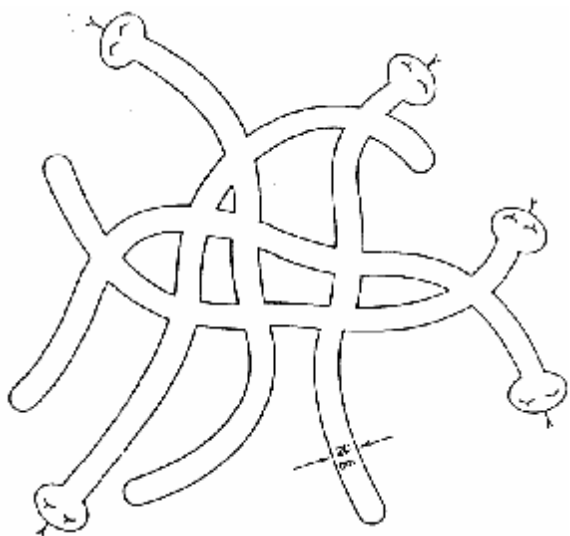
Then into last base, turns and hops in reverse order to Bases 2 and 3.

Bending forward, player collects their stone, jumps out and throws stone into Base 2.

If stone does not land within the lines of Base 2, he/she returns stone to Base 1 and the next player takes a turn.

The game continues until a stone has advanced one space at a time, reached Base 10 and returned in reverse order to Base 1. General rules for Hopscotch apply.

## HEAD TO TAILS



### Equipment:

Snakes - 4-8 metres long.

### Game:

The snakes are all the same length, but different colours.

Each player chooses a snake and beginning at the head attempts to walk heel to toe (each step heel of one foot to touch toes of the other) along the snake.

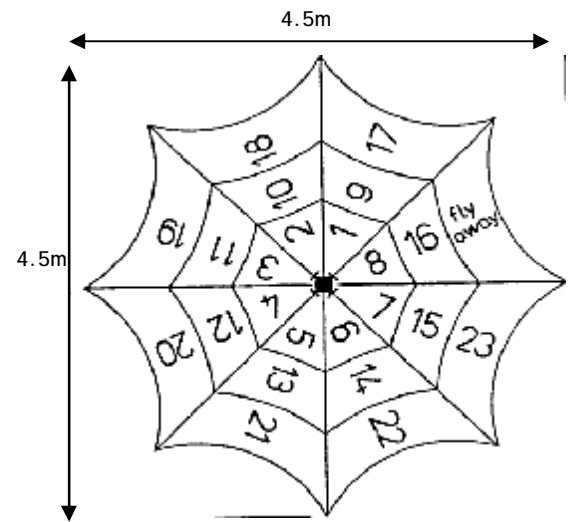
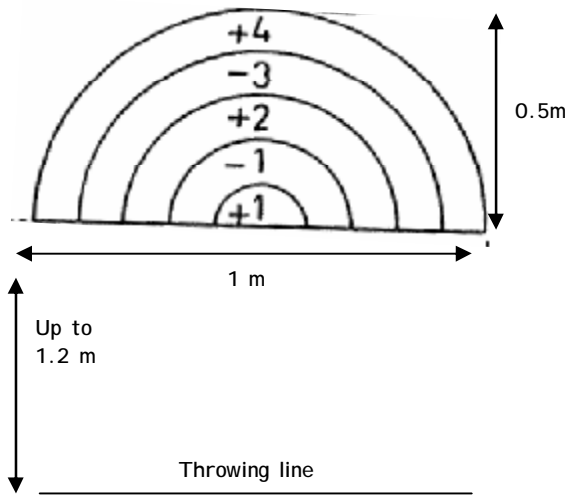
If the player loses his/her balance and their feet leave the snake, or if they touch another player, they are out.

The first player to reach the tail is the winner.

### Variation:

Complete the task moving backwards.

# SPIDER WANTS THE FLY



## Formation:

One player (The spider) and partner.

One player (The fly) and partner.

## Game:

The fly's partner is the first to throw a stone to land on the grid. The fly advances from the centre of the web according to the number hit/her partner scores.

If the stone lands on a line, or off the grid, they miss a turn. The aim is for the fly to escape the spider.

The spider moves from the centre of the web.

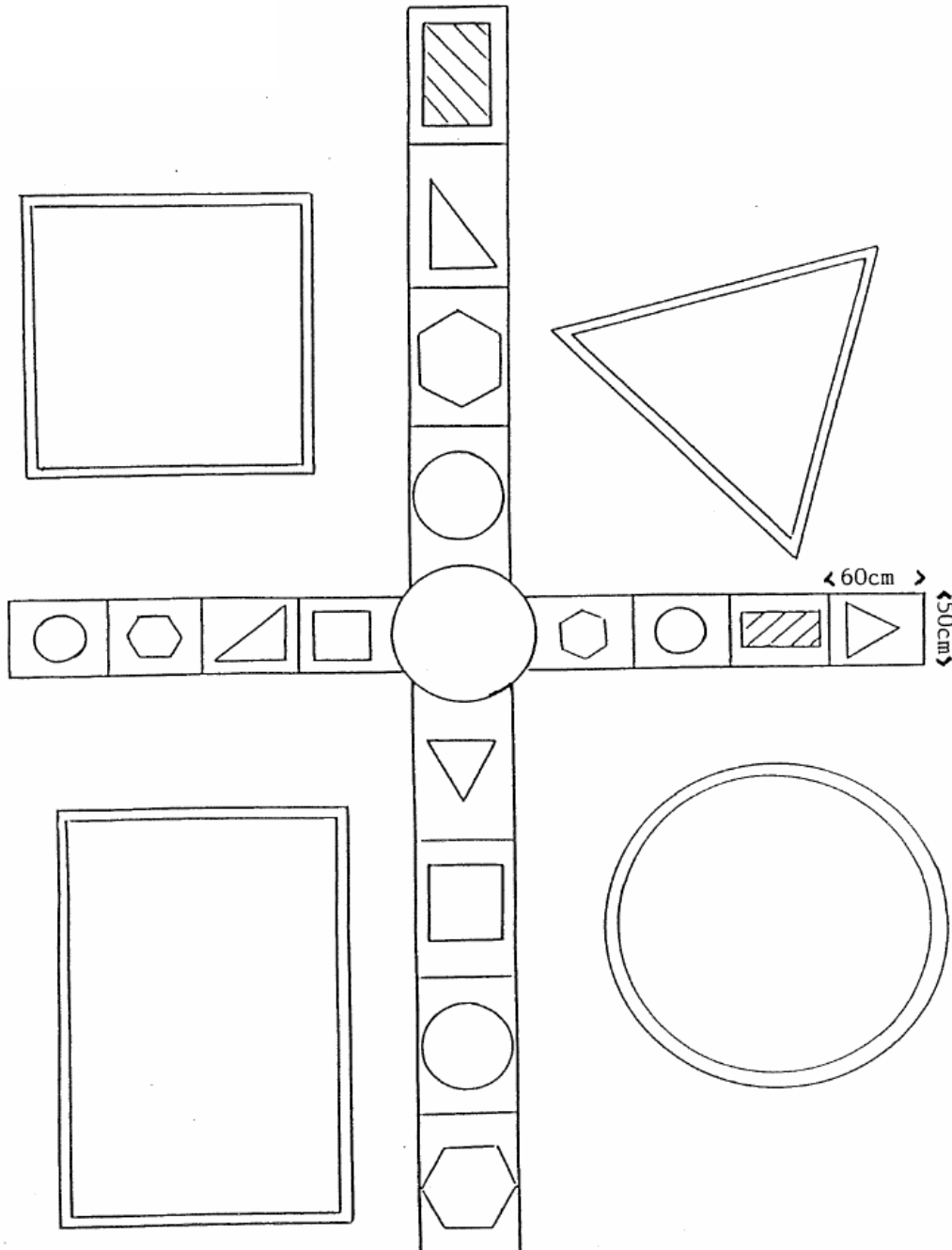
Spider's partner tries to score the number of points for the spider to catch the fly by landing on the same space.

If successful, they win the game, otherwise the game continues with the fly aiming to reach the ``Fly Away`` space and escape, making them the winners.

# MATHS SHAPES GAMES

A variety of games can be developed using this layout.

Try getting the students to make up some games - it is really amazing what ideas they have which can form the basis for a number of games.



## LADDER – LINE MARKINGS

### Suggested Dimensions:

A = 46cm

B = 1 metre

C = 30cm

D = 40cm

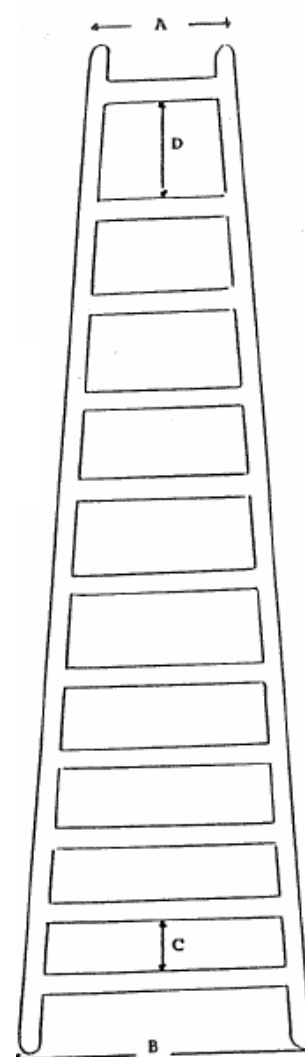
Rung width = 8cm

Ladder side width = 6-8cm

Ladder Length = 4 metres

### Some Activities:

1. Walking on the rungs.
2. Stepping between the rungs.
3. Walking along the sides of the ladder.
4. Jumping into the spaces between the rungs.
5. Throwing objects in the spaces between the rungs in a hopscotch type activity







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