Animal Sound Serenade

Each person in the game is assigned the name of an animal. The challenge is to find the other person in the room with the same animal as you by making the noise your assigned animal makes! Animal Sounds is a very simple icebreaker that gets people to act as animals to and find other of the same animals just by listening and making the specific animal sounds!

Cooperative Musical Chairs

Set the chairs up like a typical game of musical chairs. This could be in a circle or a row, whichever works best for your setting. Have children form a circle around the chairs.

Begin playing music. Stop playing the music after a short period of time (approximately 10 to 60 seconds). Everyone in the group should try to find a place for everyone to sit. Ask children to stand up before starting the next round.

Remove one chair from the row or circle. Repeat steps 3–7. Continue the game until the children cannot safely fit everyone on the amount of chairs in the row or circle.

Shoe Switcharoo

Everyone takes off one shoe and puts it in the centre of the circle. Everyone joins hand or hook arms.. On "Go", everyone gets a shoe from center and finds the person who owns it, and puts it back on that person without letting go of hands or arms of people beside them.

Blob Tag

Select 1 or 2 students to begin the blob ("Its"). The rest of the players will scatter about the playing area. On the signal, the "it" or future blob will attempt to tag the other players. A player getting tagged, must join (literally, they must join a hand) the "it" and continue developing the blob. These players must now stay joined and attempt to tag other players. As more players get tagged, they must add onto the outside of the blob. So, at any one time, the blob will only have two hands available for tagging (one on each end). The more players that get tagged, the larger the blob grows. The object of the game is to be the last player captured by the BLOB. Following are some rules to follow: Only the end players of the BLOB can tag others. The BLOB must remain connected to tag others.
**The Hawk & the Mouse**

Arrange the children in a circle, all facing center. Select one volunteer to enter the center of the circle and play the role of the hawk. The volunteer should wear the blindfold securely so he or she cannot see. Select a second volunteer to play the role of the mouse. Give him or her the jingle bells. Have the hawk "hunt" for the mouse, relying only on sound to pinpoint the target. The mouse should not make any noise, but should occasionally ring the bells to give the hawk a hint. When the hawk successfully tags the mouse, have the volunteers go back to the circle and select two new volunteers.

If the game is too easy, have the children forming the circle make slight movements or noises, such as swaying and the "shhh" of the wind, in order to mask the sound of the jingling mouse. This will make it harder for our hawk to track the mouse!

**Bridges, Tunnels and Bugs**

Children are in two groups. Half are the bugs. Half form the tunnel. The tunnel children form two lines and face each other and make a bridge with arms. The bugs walk through. Then a bridge is formed with the children on the floor and pressing their feet together. Now bugs crawl through.

**Chase in the Ocean**

A caller shouts "ship": and all the children run to the base which she points out. After counting three, the caller chases with arms spread out (like a manta ray) and tags children who are not touching a base or touching children touching the base.

**Squirrels in a Tree**

Divide the group into teams of three people. Teams are scattered all over the play area. Two pupils form an arch with their hands (looks like a tree). The other pupil (the squirrel) stands between them, under the arch. On signal (i.e. play music), everyone moves around the play area (can call out different movements). When the music stops, the trees reassemble and the squirrel finds his/her home tree.

**Dead Bugs**

The students begin in scatter formation. When the music begins they move around the gymnasium using any type of movements (they can dance, skip, gallop, walk, gallop, etc.-prefer them NOT to run for this activity). When the music is paused, the students stop and pretend to be a Dead Bug. Dead bugs lay on their back and wiggle their feet and hands in the air really fast. Begin the music again and the students scatter again.
Body Part Match Up
Play music, shout out two body parts, find a person, touch body parts.

Frogs Across the Pond
The object is for the “Tadpoles” to help their “Frogs” cross the “pond” (playing area) and reach the other side (point). Tadpoles: Place the “lily pads” in a line so your Frog can jump from lily pad to lily pad and cross the pond. Only one Frog jumps to cross during one round. Remember a “jump” is when both feet leave the ground at the same time and land at the same time. Only Frogs are allowed on lily pads. Only Tadpoles are allowed in the “water.” If a Frog lands in the water, that Frog starts over. Remind Tadpoles to place lily pads within jumping distance. Frogs: When you reach the other side of the pond, switch roles with 1 of the Tadpoles. Continue until everyone has been a Frog.

Giants, Wizards and Elves
Teach everyone how to become three characters: the giant, the wizard, and the elf. Each character features hand motions and a noise. For the giant, each person stands on their tippy toes, lifts up her arms, and makes an angry growling noise: “Roaaaar!” For the wizard, each person crouches a little bit, flutters her fingers as though they are casting a spell, and they make a magical noise: “Shazaam!” For the elf, each person gets down very low on her knees, cups her hands around her ears, and makes a high pitched elf noise: “Eeeeeee!” Practice each motion together a few times. Divide everyone into two teams and have them separate into opposite sides of the room. The game involves several rounds. For each round, the following takes place:
Each team forms a huddle and decides to become a giant, wizard, or elf. Both teams then line up and face each other, about 5 feet apart. The facilitator says “3..2..1..Go!” Each team acts out the giant, wizard, or elf (whatever they decided to become). As soon as they act out their character, the winner tries to tag the other. If he is tagged then he goes to the winner’s’ side. The defeated person tries to run away, back to their side, in order to be safe. The winner of each round is determined by the following. The giant defeats the elf because giants “squash” elves. Elves defeat wizards by outsmarting them, chewing at their legs. The wizard defeats the giant by “zapping” them with a magic spell. Identical characters are a draw (no one wins). This process keeps repeating for multiple rounds until one team is entirely consumed (or when time runs out.)

Swinging Statues
One player is chosen to be "it." He or she takes each of the other players in turn and, holding them by a wrist or hand, swings them in a circle and then lets them go. The swung player must freeze as soon as possible and hold that position as long as possible. The first player to break the freeze becomes "it." Since the first player swung must hold the position longest, begin with the oldest child first. The
entertainment value comes from seeing the strange positions that players end up in and watching them try to hold those positions.

Variations:

- Another version uses teams of two. One of each pair is designated as the swinger. At "go" they swing their partners, who freeze and try to hold their position longer than their opponents.
- In another version, when all the players have taken their positions, the player who did the swinging pretends to be an art critic and judges the statues. The player with the best pose wins!
- In yet another version, as the swinger releases the person being swung, he calls out an animal or object. The person swung must try to land in a position that represents the animal or object. When all players have been swung, the swinger chooses which one did the best job.

**Blindfolded Trust Walk**

Children are grouped in pairs; one child is blindfolded, one is not. Using both verbal or nonverbal instructions they steer their partner around obstacles. This activity requires a great deal of space with some obstacles, but nothing too dangerous! Materials required include blindfolds and any props that you can set up as minor obstacles.

**Stuck in the Mud**

Choose one player to be IT. All the other players scatter around. The player who is IT must run around and tag as many people as he can. When tapped, a player must freeze and stand with his legs and arms apart. The only way to be freed is for a non-tagged player to crawl through the tagged players legs. Players are safe while crawling under legs and cannot be tagged when in that position. The game ends when all players have been tagged and are 'stuck in the mud'.

**Other Outdoor Options**

- Parachute play
- Cooperative scavenger hunt
- Obstacle Course - can increase the challenge with teams challenges
- Stick mazes & outdoor play and art

**Resource Books:**

*Everyone Wins* by Josette & Ba Luvmour
*Cooperative Games and Sports* by Terry Orlick
*SPARK, Physical Education, Grades K-2* by the San Diego State University Foundation