

OUTDOOR RECESS STRATEGIES

It is the child in man that is the source of his uniqueness and creativeness, and the playground is the optimal milieu for the unfolding of his capacities and talents.

Eric Hoffer, (1902-83), philosopher

The Recess Supervisor Should Go Over The Following Rules With The Students Early In The School Year

1. No pushing, running, or shoving on equipment
2. No tackling of any kind
3. Swing in one direction only-No swinging sideways or twirling
4. Count to 30 (swinging forward and back counts as one) then, slow down to get off
5. Ask permission to retrieve any ball that goes out of the playground area
6. You must go down slide on your bottom and you can NOT walk up the slide
7. No spitting
8. You must always stay within the designated playground boundaries
9. At the end of recess a signal will be given (whistle etc.) On the signal, you are to immediately stop activity and pick up all equipment you used and bring it to the equipment barrel. You will then line up quickly at the designated area to go inside.
10. Also, you should have a discussion about not name calling and bullying

During the Orientation you should have a discussion with the students about how to AVOID a CONFLICT and what to do when a CONFLICT occurs.

CONSEQUENCES:

If a Playground rule is broken at a minor level the student will go to a 5 minute time out at a designated spot on the playground and then be allowed to reenter activity. The second offense would be a 10 minute time out and the third would result in a discipline form sent home and signed by parent. If it is a major offense, such as fighting or where another student could become injured, the student is immediately removed from activity and sent to the discipline office. This student must miss recess for a designated time (2-3 days etc.).

HOW TO AVOID A CONFLICT:

1. TAKE TURNS - one person may go first today and the next game the other person may go first/flip a coin/rock paper scissors/draw a straw
2. COMPROMISE - Both give up something and both get something
3. HUMOR - A good laugh works miracles. Remember to laugh at the problem and not the person.
4. APOLOGIZE - "I'm sorry" doesn't mean "I'm wrong", it just lets the other person know that you are sorry about the situation.
5. GET HELP - If there is a conflict that can not be resolved go to the recess supervisor.
6. AVOID-Sometimes it's not worth the bother. Let the other person have it. Example: "I am going first." "O.K., go ahead."
7. Put off resolving the conflict until you are more in control.
8. REPLAY - If an agreement can not be reached quickly, do not waste your recess time by arguing, simply replay that part of the game.

RULES TO FOLLOW WHEN YOU HAVE A CONFLICT:

1. Identify the problem
2. Focus on the problem
3. Attack the problem not the person
4. Listen with an OPEN MIND
5. Treat the other person's feelings with respect
6. Take responsibility for your actions

ADDRESS THE PROBLEM WITH I STATEMENTS

I Feel _____ (Give A Feeling Word)

When You _____ (State What Happened)

Because _____ (Say The Effects)

I Want Or Would Like _____ (State A Possible Solution)

SUGGESTED PLAYGROUND RESOURCES

RESOURCES TO USE TO DESIGN A SUCCESSFUL PLAYGROUND

The Ultimate Playground and Recess Game Book by Guy Bailey

www.FlagHouse.com

www.sporttime.com

IDEAS TO OBTAIN EQUIPMENT ON A LIMITED BUDGET:

1. Scavenger Hunt - Send a list of desired equipment to parents and they may donate to the school.
2. PTO Budget
3. Fund Raisers such as Jump for Heart and Hoops for Heart www.americanheart.org
4. Parent and Staff WorkDay to prepare the playground. (This could include painting lines on the playing surface, cleaning the play area, putting up basketball nets etc...)

SUGGESTED PLAYGROUND ACTIVITIES

PURPOSE:

To teach strategies schools can use for recreation outside of the classroom or during recess. Suggested activities are from a corporation wide survey of elementary schools. It is strongly recommended that recess should not be taken away for a classroom discipline situation.

TOP PLAYGROUND ACTIVITIES SURVEYED WERE:

1. Playground equipment rated very high among all of our schools surveyed. We are including websites you may check for prices and ideas. www.plasi.com and www.summitsupplycolo.com
2. 4 Square
3. Tag Games
4. Kick Ball Lead Up
5. Rope Jumping - Long and Individual Activities
6. Soccer Lead Up Games
7. Basketball Lead Up Games
8. Students design own game that students teach to other students for recess time.

FOUR SQUARE GAMES

WHERE TO PLAY: Outside on pavement

NUMBER OF PLAYERS: 4 at one time

GRADE LEVELS: 2nd-8th graders

EQUIPMENT: One playground ball; chalk if necessary

HOW TO PLAY:

Four Square is played very much like Two Square. However, Four Square utilizes a larger court and more players. The size of the court can range from 8' by 8' for the younger students to 16' by 16' for the upper elementary grades. The court consist of four equal squares, with each labeled A, B, C, and D. The server's square is normally marked off with a line drawn diagonally across the square.

Before play begins, each of the players assumes a standing position in one of the four squares. The server (A) starts the game by bouncing the ball once behind the serving line and, with open hand bats it into one of the other squares. The player receiving the serve must let it bounce once before hitting it into another square. Play continues until a fault has been committed by one of the four players.

A fault is any one of the following: (1) stepping over the line while serving; (2) hitting a ball out of bounds; (3) hitting a line with the ball; (4) failing to return a hit made to your square; (5) or using an overhand throw or fist to hit the ball.

When a fault has occurred, the players shift positions. If the server (A) commits a fault, he moves to square D, D moves to C, C moves to B, B becomes the next server. The object is to move up a square after each fault and eventually become the server.

When playing with only four players, the one who committed a fault moves to square D and the others rotate to fill in empty squares. However, if a game has more than four players, the one who commits a fault leaves the court and joins the line of players waiting to get back into the game. A player from the front of the line moves into square D and the other three players move up one square.

KINDERGARTEN FOUR SQUARE

In most cases, the five to seven year old child has not developed the agility or coordination to react and tap the ball as called for in regulation Four Square. This version allows the younger child to play with success by substituting catching and tossing instead of the normal serve and tap. Four Square rules apply, except that each player catches the ball after the first bounce in his square and then underhand tosses it into another's square. Play continues in this fashion throughout the game.

BEANBAG FOUR SQUARE

The game is played like regular four square except that scoops and a beanbag are used instead of a playground ball. Player rotation stays the same. A foul is committed when (1) the bean bag falls inside a player's square; (2) throwing the bean bag out of bounds; (3) throwing the bean bag so it hits a line; (4) touching or throwing the bean bag with a leg or arm (anything other than a scoop); (5) having the bean bag fall out of the scoop; (6) and throwing with an overhand motion.

PADDLE BALL-FOUR SQUARE

This version of four square is played exactly like Beanbag Four Square except the racquetball size paddles and tennis balls are used. Player rotation is the same as Four Square. A foul is committed when (1) a player allows a hit ball to land inside his square; (2) the ball is hit out of bounds; (3) the hit ball lands on a line; (4) and touching the ball with anything other than the paddle.

AROUND THE WORLD FOUR SQUARE

This fun variation has similar game rules of Four Square with one exception-the ball has to be hit in a certain direction. If the server serves to the right, the ball has to continue going around the square to the right. However, the server can yell, "left" and change the direction anytime the ball lands in his square. Continue until someone commits a fault.

DOUBLES FOUR SQUARE

This is the same game of Four Square but with two players (partners) at each square with one on the square and the other waiting outside the square. As soon as the partner inside the square hits the ball, he quickly gets out and his partner (who is waiting outside the square) steps into the square prepared to hit the next ball. Partners continue this switching off throughout the game. Regular Four Square rules are used so if one partner commits a fault both partners go to the end of the waiting line. This is a great variation of Four Square for those times when courts are limited.

BATTLE FOUR SQUARE

Regulation Four Square rules apply unless the server calls out "Battle!" before serving. When this happens, the server can hit the ball to anyone, but the other players must always play the ball back to the server. This continues until a player misses or the server calls out "Battle's over!" When the "Battle's over" call is made, play resumes as regulation Four Square.

TEAM FOUR SQUARE

Team Four Square is a bigger version of Doubles Four Square. The squares need to be larger than those in regular Four Square - about 6' would be ideal. There can be 3-4 players in each square and, unlike Doubles Four Square; players stay inside their squares without alternating turns. The rules and fouls are the same as in regular Four Square. This is a great choice for those times when you have many students and you want to keep them actively involved.

TAG GAMES

WHERE TO PLAY: Depends on the specific tag game; however, most can be played anywhere

NUMBER OF PLAYERS: Most tag games will need to have at least several players. An entire class can participate in most games.

SUGGESTED GRADE LEVELS: K-8th graders

EQUIPMENT: Most tag games involve taggers, so pinnies(jersey's), balls, etc. are often used to tell them apart. Equipment may also be used (dribbling and catching a ball for example) as part of the movement required.

HOW TO PLAY: Since there are many forms of tag, see the specific rules for each game.

BLOB TAG

One of the students favorite games! Select two players to hold hands and be the “blob” The other players scatter throughout the playing area. The “blob” chases other players attempting to tag them with their outside hands. Tagged players hold hands with the blob and become part of the growing blob. The blob can never break up—it just keeps getting larger and larger until everyone is caught.

MINI BLOB TAG

Played exactly like Blob Tag except the blob breaks up in pairs when it has four players. Subsequent blobs will do the same. As in regular Blob Tag, the blobs must hold hands and attempt to tag others with their outside hands. Because of the increased and growing number of blobs, this game will end much sooner than regular Blob Tag. This is a great game with a lot of running and movement.

STUCK IN THE MUD

This is another continuous running game with lots of fun action. Designate 3-6 players to be the “Its.” The game begins with the “Its” chasing others, attempting to tag everyone in order to end the game. Tagged players must stand with their feet apart, hands on top of their heads. The remaining free players can free the tagged players by crawling between their legs.

SPECIAL NOTE: Always be sure to instruct the players to run and move safely during these games to avoid injury. Jogging, skipping, etc., would be more appropriate traveling options for the younger players. Avoid playing these games around any objects that players could run into and be injured.

KICKBALL GAMES

WHERE TO PLAY: Open Field

NUMBER OF PLAYERS: 10 - 30

GRADE LEVELS: K-6

EQUIPMENT: 4 bases and 1 ball

NO-OUTS KICKBALL

This game is played in a setting much like regular softball but without the normal “outs”. The objective for the kicker is to kick the ball out into fair territory and run the bases without stopping before the catcher gains possession of the ball and yells “freeze”. This is the signal for the baserunner to stop running and to stay in that position, even if he is not on a base. When the next kicker kicks the ball, the baserunner(s) start running again around the bases until the next “freeze” signal. The baserunners do not stop after circling the bases once; they continue to run and score until everyone on their team has kicked. A point is scored each time a baserunner touches home base. Teams switch places when everyone has kicked.

LONG BASE KICKBALL

This is another version of kickball but it’s played with only one base. Kickers can either run to the base and back, or stay on the base. Baserunners can stay on the base until there are three players; then, on the next kick, all the baserunners must run. Runners who successfully go to the base and touch home base score one point for their team. Teams switch places after everyone has had a chance to kick. Outs are made just as they are in regulation kickball.

LONG JUMP ROPE CHALLENGES

The following tricks and challenges begin with the less difficult tasks, which are aimed primarily for the younger, and/or less experienced children. In order, they become progressively more difficult and challenging. Use ropes that are about 10-12 feet long for kindergarten and first grade; 14-16 feet for second graders and older students.

JUMP THE STICK: The two turners hold the motionless rope so that the middle is about 6 inches off the floor. Jumpers take turns. Try doing 5-15 jumps without stepping. This is a good warm-up activity.

HIGH WATER: Same as above except one turner holds the rope to the floor while the other turner holds it waist-high. Starting at the low end, the jumper progresses up the rope, jumping higher and higher as he approaches the high end of the rope.

PENDULUM SWING: The turners swing the rope back and forth like a clock pendulum (a half turn). Jumpers can either start in the middle or can run into the moving rope. Have jumpers attempt 1-20 consecutive jumps.

RUN THROUGH: Turners execute the regular full swing of the rope. Players take turn running through the turning rope without getting touched by it.

REGULAR JUMPING: Jumpers attempt to jump a turning rope a predetermined number of times. Begin with jumpers starting in the middle. Progress to jumpers running into a turning rope to start.

STUNTS: Have a jumper attempt a variety of movements: quarter and halfturns: touching the ground after each jump, straddle jumps, rocker steps, etc. Also, consider using equipment such as: bouncing a basketball while jumping; jumping with a short rope while in the middle; jumping a hula hoop (like a short rope) while in the middle; and juggling tennis balls while jumping in the middle.

HOT PEPPER: Turners begin by turning the rope slowly. They progressively turn it faster and faster while a player is jumping in the middle. See how many times each jumper will last.

RISING BRIDGE: Turners start by turning the rope so that it hits the floor. After several turns of the rope, one of the two turners gradually walks backward causing the rope to rise higher and higher. Jumpers attempt to jump as high as possible without stopping the rope.

EGGBEATER: Two ropes are crossed in an "X" formation, each end held by a turner. In unison, one rope is turned clockwise with the other turned counterclockwise. The jumper enters the turning ropes and jumps 5-10 times without stopping the rope.

DOUBLE DUTCH: This stunt involves two ropes being turned alternately toward each other. Have the players spend plenty of time perfecting the turn before allowing jumpers. Remind the jumpers to focus on the rope furthest away and to enter as it nears the floor.

SHORT ROPE CHALLENGES

The following tricks and challenges begin with the less difficult tasks, which are aimed primarily for the younger, and/or less experienced children. In order, they become progressively more difficult and challenging. Use ropes that are of appropriate lengths. Most K-2nd graders will use 5-6 foot ropes, 3rd-4th graders will want 6-7 foot ropes, and the older students will want 8-9 foot ropes. Children need to be properly instructed on how to hold and turn a rope before beginning most of these challenges.

DOUBLE JUMP: Player jumps twice, off both feet, for every turn of the rope; once when the rope is overhead and again as it passes underneath the feet.

SINGLE JUMP: Player jumps once, off both feet, for every turn of the rope.

BACKWARD SWING: Using either the double jump or single jump, turn the rope backwards and try jumping.

JOGGING (OR ALTERNATE FOOT) STEP: Using a running pattern, alternate landing on the right foot, and then left foot as the rope passes underneath.

BOXER: Jump twice on the right foot, then twice on the left foot. Continue jumping twice on each foot.

ROCKER: Start with one foot forward. As the rope passes under the front foot, shift the weight from the back foot to the front foot (lifting the back foot up). Shift weight from the front foot to the back foot after the rope passes underneath.

SIDE SWING AND JUMP: Swing the rope, held with both hands, to one side of the body and then the other. After the two side swings, jump once, off both feet. Repeat the swing-swing-jump pattern.

MOUNTAIN CLIMBER: Start in a stride position with one leg in front of the other. As the rope passes underneath, the jumper jumps into the air and reverses the position of the feet.

SKIER: Jump sideways, off both feet, over a rope on the floor. The sideways motion is similar to how skiers move down a mountain slope.

CROSS LEGS JUMP (OR "X" JUMP): The player begins by jumping, off both feet, sideways apart. On the second turn, he jumps with the right foot in front of the left. On the third turn of the rope, he straddles feet apart. On the fourth turn, he crosses the left foot in front of the right. Repeat the pattern.

HEEL TO HEEL: On the first turn of the rope, touch the right heel to the floor. Switch heels on the second turn. Repeat the right-left-right-left pattern.

HEEL TO TOE: On the first turn, the jumper touches his right heel to the floor. On the second turn, he touches his right toe next to his left foot. He then repeats this same pattern with his left foot.

SHORT ROPE CHALLENGES (Continued)

FORWARD CRISS-CROSS: Start with feet together. As the rope is turning overhead, cross the arms creating a loop. Jump through the loop, uncross the arms and single jump. As the rope turns overhead, cross the arms again. Repeat the pattern.

BACKWARD CRISS-CROSS: Same as above except the rope is turned backwards.

DOUBLE UNDERS: The objective is to turn the rope twice for every jump. To be successful, a jumper will need to jump higher off the floor and bend slightly at the waist. Whip the wrists quickly to make the rope rotate faster.

SOCCER GAMES

WHERE TO PLAY: Open Field

NUMBER OF PLAYERS: 3 vs. 3

GRADE LEVELS: 1-5

EQUIPMENT: 4 cones and 1 ball per field

3-ON-3 SOCCER

This game is played much like regulation soccer except there are only three players on a team and the field is smaller (about 40' by 60' is ideal). Cones can be used for goal markers. One player for each team should start in the goalie position with the other two players at midfield.

The game begins with one team kicking off. Teams try to score by kicking the ball through the opponent's cones. A kickoff follows each score, with players rotating positions. Rotating allows equal opportunities to play both goalie and forward.

Regulation soccer rules apply to scoring hand violations, out of bounds, and rough play.

BASKETBALL GAMES

WHERE TO PLAY: Basketball Courts

NUMBER OF PLAYERS: varies

GRADE LEVELS: 1-5

EQUIPMENT: 1 basketball per court/game

NO RULES BASKETBALL

This is a fun game for the younger and/or less skilled child. It's basketball with as few rules possible!

Assign one team to start with the ball from their backcourt area. The players are allowed to dribble, walk or run with the ball, and can take as long as they want to move the ball down the court. Since no traveling or double dribble violations exist in this game, players have freedom in how they choose to move with the ball.

Players on defense are not allowed to take a ball from an offensive player, nor are they allowed to touch or foul a player. Defensive players can only gain possession of the ball off a rebound, a dropped ball by an offensive player, or an interception of a pass.

A successful shot counts as two points. The team at the end with the highest point total wins.

KNOCK OUT

This is another fun shooting game that requires only one goal. The objective is to “knock out” of the game another player by making a basket ahead of him. An ideal number of participants are three or four players. They then decide a shooting order and stand in a file at the foul line.

The first player shoots from the foul line. If the shot is good, he goes to the back of the line and remains in the game. IF he misses, he gets his rebound and continues shooting until either he makes it or the second player has made a basket. If the second player makes a basket before the first player, the first player is “knocked out” and must exit the game. The remaining players continue playing with “knock outs” occurring every time a player makes a basket before the player ahead of him.

The winner is the last player remaining.

HORSE

Horse is probably the playgrounds most frequently played basketball shooting game. Played with one goal, two players decide between themselves who will shoot first.

The game begins with the first shooter taking a shot from anywhere on the court. IF the ball goes in, the second shooter must make it from that same spot. If the second shooter misses, the letter “H” is assigned. If he makes it, no letter is given.

When the first shooter misses a shot, the second shooter then gets the chance to make a shot, which must be duplicated. As the players make and miss baskets, the opportunity of the first shot will pass quite frequently between the two players. The letters H-O-R-S-E are assigned to players that miss shots that must be duplicated.

The first player that has H-O-R-S-E spelled against him loses.

BASKETBALL GAMES (Continued)

AROUND THE WORLD

This shooting game is played with one goal. The objective is to make baskets from eight spots in a semicircular pattern around the goal, and then do the same going in the opposite direction.

The player chosen to shoot first shoots from spot #1 (at the base of the key). If the shot is good, he moves up to the next spot. If he misses, the second player then gets a turn at shooting from spot #1. Play continues with each player shooting from the spot they last missed from.

The first player that successfully makes all the shots (spots 1-8 and back again) wins the game.

TWENTY-ONE

Twenty-One combines foul shooting with one-on-one half-court basketball. The game begins with one player shooting from the foul line and the other player acting as a rebounder underneath the goal. If the shooter makes the first basket, he earns two points; thereafter, each basket is worth one point. He continues shooting until he misses. Upon a miss the rebounder may attempt to get possession of the ball and shoot. If the ball goes in, he earns a point and the players exchange positions.

The first player to score 21 points wins the game. However, the winner must score 21 exactly. If a player goes over 21, he loses. Therefore, a player with 21 points should deliberately miss a shot from the foul line, hoping to rebound and make one point.

FOOTBALL GAMES

WHERE TO PLAY: Outside

NUMBER OF PLAYERS: 4 or more

GRADE LEVELS: 3rd-8th graders

EQUIPMENT: A football

TOUCH FOOTBALL

Touch Football is a modified version of regulation and flag football. In most school playground situations, a regulation size football field is too long. A field length of about 40 yards would be sufficient for elementary aged students. Although team sizes can range between 2-11 players, an ideal number is 4-6.

In this game, a player is “tackled”. And the ball is downed when the ballcarrier is tagged with both hands simultaneously by a defensive player. To guard against rough play, a 15-yd penalty can be assessed against the defensive team if they unnecessarily slap, shove, or push a ballcarrier when attempting a tackle.

The game starts with a kick-off from midfield. Someone on the receiving team should attempt to catch the ball and run it toward the opposing team’s goal line. When “tackled,” the ball is dead and is placed at that spot.

To simplify the game for recess and informal play, no automatic first downs are awarded to a team for gaining 10 yds (as in regulation football). The offensive team has only four tries or downs to move the ball to the opponents’ goal line and score.

When the quarterback says “Hike” the offensive players can go into motion. All forward passes must be thrown from behind the line of scrimmage and all offensive players are eligible to receive a pass. An incomplete pass results in the ball reverting back to the previous line of scrimmage (or the spot where the ball became “dead”).

Defensive players try to prevent the pass from being completed by closely guarding each offensive player. A defensive player can knock the ball away from a receiver’s hands, as long as he doesn’t touch the player. Any defensive player may also intercept a pass.

If the offensive team manages to cross the opponents’ goal line with the ball on one of their four downs, a touchdown is scored worth six points. If the offensive team fails to score on their four tries the ball is awarded to the other team at that spot. They will then be awarded four downs to score going the opposite direction.

On a fourth down, an offensive team has the option of running a regular play or punting. A team will often punt when they aren’t close to their opponents’ goal line and feel that they need to kick the ball and put the other team as far from their goal line as possible.

After each touchdown, the scoring team kicks off the other team. At the conclusion of the game, the team with the most points wins.

FOOTBALL GAMES (Continued)

CAPTURE THE FOOTBALL

The game is a variation of Capture the Flags. A rectangular size playing area is needed, along with four footballs, flags for each player, two long ropes and two large hula-hoops. Cones can be used for boundary lines if none exist. The two long ropes are to be used for prison markings. The two footballs are put in each team's hula-hoop. Divide the players into two equal teams and have each team start by standing on their "home" turf.

The game begins with some of the players from each team crossing the centerline, attempting to capture the footballs while others stay back and defend. The objective is for one team to capture their opponent's two footballs while at the same time keeping its own two footballs from being stolen. Once a team has all four footballs inside its hula hoop, the game is either finished or a score has occurred.

Players attempting to steal a football may do so by running with it back toward their home side, or passing it to a teammate in their home territory. A ball that is dropped must be returned to the hula-hoop. Additionally, any player who has his flag pulled while running with a football must put it back inside the hula-hoop.

All players who have one of their flags pulled while in their opponent's territory must go to their prison. Prisoners can be freed by having a teammate successfully make it into the prison and walk them back to their home side.

HOME RUN FOOTBALL

This is a fun combination of football and softball. A softball field is needed with all players given a number. The first player stands at home base with the football. The rest of the players need to scatter throughout the infield and outfield. The game begins with the first player passing, punting or kicking the football out into the field. He then runs the bases as quickly as possible, just as in softball. The players in the field retrieve the football and try to throw, kick, or run it in to home base. At that time, the runner stops. Each runner is awarded one point for each base touched before the ball reached home base. After play has stopped, the runner then goes out into the field and the player with the next number then gets a chance to throw, punt or kick and then run the bases. Each player is to keep track of his or her score. The player with the highest score wins.

FAKE 'EM OUT

Set up a playing area that is about 30 x 50 feet in size, with a marked off "No-Man's Territory" in the middle. Divide players into two teams with each team having half of its members on each side of the No-Man's Territory. Both teams start with one football (more can be added later in the game).

The objective is to complete a pass to a teammate on the other side of the No-Man's Territory. Emphasize that the receivers need to run and fake out the defenders in order to get themselves open for a pass. No player can cross in the No-Man's Territory, nor is any rough play, tackling, blocking, or interference allowed.

A team earns one point for each completed pass. Designate certain players to help keep score as they're playing.

Classroom Games & Activities

On many occasions, foul weather or no space will result in recess and physical education needing to take place in the classroom. We have listed a variety of challenging indoor games and activities that can be used in the classroom. These activities require very little equipment, are easy to teach, and offer a fun alternative to the normal recess/physical setting.

ALPHABETICAL NUMBERS

WHERE TO PLAY: Anywhere

NUMBER OF PLAYERS: 3 on up to entire class

SUGGESTED GRADE LEVELS: 1st – 6th grades

EQUIPMENT: None

HOW TO PLAY: One player starts by standing in front of the others and calling out any number between 1 and 26. The other players try to be the first to find the corresponding letter of the alphabet (1 equals A, 2 equals B, etc.) The first player with the correct answer gets to be the next caller. A variation of this game is to call out letters instead of numbers. Players must then guess the correct letter; A equals 1, Z equals 26, etc.

FINDING URANIUM

WHERE TO PLAY: Classroom

NUMBER OF PLAYERS: 3 on up to a full classroom

SUGGESTED GRADE LEVELS: K – 3rd grades

EQUIPMENT: A small object that can be easily hidden

HOW TO PLAY: One child is chosen to be IT and leaves the room. The class agrees on a hiding place for a small pebble, which represents the uranium ore. When IT comes into the room, the other children imitate a Geiger counter by making a ticking noise with their tongues. The speed of the “Geiger counter” is increased, as IT gets closer to the uranium. When he is far away, the tick is very slow and barely audible. The point of the game is to develop the hearing sense of IT so that he can find the uranium when the “Geiger counter” reaches its highest speed. When IT finds the uranium, he chooses someone to take his place and the game is repeated.

TEACHING HINT

For more excitement, divide the class into teams and time the child who is hunting. The teams participate alternately and the one with the lowest time score at the end of the game period wins.

Classroom Games & Activities (Continued)

POOR PUSSYCAT (POOR TURKEY)

WHERE TO PLAY: Classroom

NUMBER OF PLAYERS: Full class

SUGGESTED GRADE LEVELS: 3rd-5th

EQUIPMENT: None

HOW TO PLAY: A player is chosen to be the Poor Turkey. He/she stands or sits in front of a player, meowing and making faces, trying to make the player laugh. In the meantime, the player must pat the Poor Turkey on the shoulder three times and repeat “Poor Turkey” three times without laughing. If the player laughs, he/she must sit down. The Poor Turkey moves on to the next player and tries to get him/her to laugh.

F.B.I.

WHERE TO PLAY: Classroom

NUMBER OF PLAYERS: Full class

SUGGESTED GRADE LEVELS: 2nd – 6th

EQUIPMENT: None

HOW TO PLAY: Divide the class into two equal teams. Each player stands in line some distance from and facing a partner in the opposite team. Each player in group 1 takes a good look at the appearance of his partner in team 2. Team 1 then turns and faces in the opposite direction. Each player in team 2 changes something about his personal appearance (pushes up sleeve, removes a piece of jewelry, put belt on backwards). Team 1 then faces team 2. Starting at one end of the line, each player in team 1 has one turn to guess what his partner has changed. Score 1 point for each correct guess. Repeat the game, with team 2 guessing. The team with the most points at the end of the playing period wins.

TIC TAC TOE (HUMAN)

WHERE TO PLAY: Classroom

NUMBER OF PLAYERS: Full class

SUGGESTED GRADE LEVELS: 1st-5th

EQUIPMENT: Nine chairs

HOW TO PLAY: Place the nine chairs in three rows of three chairs each. Have the boys stand in one line, the girls in another. The object is to get three girls (or three boys) sitting three in a row, straight or diagonally across the rows of chairs. Girls and boys alternate turns sitting down until there is a winner or until all seats are occupied. Repeat the game, changing the team having the first turn. Score 1 point each time one group wins.

Stress: All players must be absolutely quiet while each player selects a seat.