

OSCN's little book of Active Games for 5-6yrs



- AN EASY CHASING GAME WHERE LISTENING IS ESSENTIAL.
- Divide group into two equal teams and have them line up back to back. Mark a home line about 20 metres away from each team.
 - One team are "Rats" and the other "Rabbits".
 - When the leader calls "Rabbits" the "Rabbits" run to the safety of their home line while the "Rats" try to capture them.
 - If tagged they join the other teams line.
 - Both teams then return to the centre line.
 - When the leader calls "Rats," the "Rats" run towards their home line, chased by the "Rabbits."
 - Roll the R at the beginning of each word to add to the anticipation. To be tricky, call out another 'R' word like "Rhubarb".
 - The game can end when one team has caught everyone or players need a rest.

Rats and Rabbits

- THE HEAD OF THE DRAGON TRIES TO TAG THEIR TAIL.
- Groups of 8-10 line up and hold on to the waist of the person in front.
 - The back person tucks a band into their shorts/jersey/somewhere it is visible.
 - The person at the front of the "Dragon" line chases its own tail – front person tries to snatch the tail from the last person.
 - If the "Dragon" does catch its tail, the head person moves to the end and takes up the tail position.
 - Repeat until each person has had a turn at being the tail.
 - Variation: Each "Dragon" tries to catch the tail of another "Dragon"
 - Tip - as it can get a bit rough, keep any older children in a separate group.
 - ANOTHER GAME LIKE THIS: "Hungry Hawk."

Dragons Tail

Fruit Salad

- LISTEN FOR YOUR FRUIT TO BE CALLED THEN RUSH TO YOUR PARTNERS SPOT.
- Players get into pairs and come up with the name of a fruit. Only one pair per fruit.
 - The group sits around in a circle of chairs (not next to their partner), facing inwards with a single player standing in the middle.
 - When the person in the middle calls out the name of a fruit, those two players must swap seats.
 - Meanwhile the person in the middle will try to beat them to a chair and if successful becomes that fruit and the person left becomes the new caller.
 - If "fruit salad" is called, everyone swaps seats.

For more games ideas visit our website
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Tag games

- **Toes and Nose Tag**
You are safe if are on one leg, holding your nose and toes
- **Bicycle Tag**
You are safe if you are on your back, pedalling.
- **Singing Tag**
Safe if you are singing.
- **Hop Tag**
All players must hop, changing feet is permitted.
- **Shadow Tag**
'It' has to stand on a players' shadow to tag them.
- **Everybody's It**
Everyone tags each other. When tagged, the players crouch down, but they can continue to tag players who run past. The winner is the last person left.
- **Hospital Tag**
The player who is tagged becomes "it" and has to hold their hand on the place on their body where they were tagged while they try to tag others.

cat & mouse

- A SIMPLE CHASING GAME, THAT DOESN'T NEED MUCH SPACE AND KEEPS THE WHOLE GROUP INVOLVED.
- To begin, designate one player as the "Cat" and another as the "Mouse."
 - The rest of the players hold hands and form a circle around the "Mouse," while the "Cat" remains outside the circle.
 - The "Mouse" starts the game by darting outside the circle and around the players. The "Cat" must try to tag the "Mouse," while staying on the outside of the circle. The players may lift their arms over the "Mouse's" head in order to help him/her, since they usually sympathise with the mouse. Likewise they will try to block the "Cat."
 - When the "Cat" finally tags the "Mouse," the "Mouse" becomes the new "Cat," the "Cat" joins the circle, and another player becomes the "Mouse."

Hunt the Slipper

- A GUESSING GAME THAT'S GOOD FOR WINDING DOWN.
- All but one of the players sits in a circle. The remaining player sits in the middle with eyes closed.
 - The players chant the following words: "Cobbler, Cobbler, mend your shoe. Have it done by half past two." During this chant the children pass a shoe around the circle behind their backs.
 - The centre player then chants Cobbler, Cobbler, tell me true. Which of you has got my shoe?" When the last word is chanted the circle stop passing the shoe and the player who has it makes sure it is hidden behind their back.
 - The centre player opens their eyes and has to guess who has the slipper just by looking at the players faces. If they fail, they change places with the person who holds the slipper.
 - ANOTHER GAME LIKE THIS: "Who's Got The Cheese"

octopus

- OLD FAVE, BULL RUSH -STYLE TAG GAME, FOR ALL AGES
- Choose an Octopus, who starts in the centre of the Ocean - a large space with clear edges.
 - All other players are Fish. Fish line up at one edge of the ocean and the Octopus calls out "I am the Octopus, full of black potion - Let's see if you can cross my Ocean!"
 - The Fish then try to swim (run) across the ocean and the Octopus tries to tag them. If tagged before reaching the other edge of the Ocean then they become Crabs on the ocean floor.
 - Crabs must stay where they were tagged, leaving one foot planted. They can tag players running by. Any player tagged also becomes a Crab.
 - The Octopus keeps calling all the fish back and forth across the Ocean, Last Fish in is the new Octopus.
 - Variation - split the Fish in half and have one lot of Fish running across, using the other 2 edges of the Ocean. Alternate the 2 groups running across until the groups get smaller, then both can run at once.