

THE ULTIMATE CHILDREN'S GAMES GUIDE SAMPLE OUTDOOR GAMES



By

Teresa Evans

OUTDOOR GAMES

Frisbee Toss

3+ years

2+ players

Need – Frisbee for each player, hoop or rope

Great for all ages!

Lay the hoop out in the centre of the area. If you don't have a hoop the rope can be laid down to make a circle or square.

Select a start line. A rope can be used for this. The distance between the start and the hoop will depend on the age of the children.

Players take turns at tossing the Frisbee and trying to land it in the hoop.

A player scores 5 pts if it lands in the hoop.

If no Frisbees land in the hoop, the player whose Frisbee lands the closest gets 5 pts.

Play for a specified time or until a player reaches a certain score, e.g. 25.

Rob the Nest

6+ years

3 + players

Need –

items to be nests (hoops, buckets or boxes) one for each player, many items to be eggs (bean bags, hats, small balls)

This is a fast, fun game to play and a fun game to watch.

A game only requires a few minutes to play but children will want to play again and again. Children will also enjoy watching others play.

Nests are put into a large area and each player is assigned a nest. Eggs are spread out around the nests.

The players stand behind a start line and on the word GO, they run in and start putting (throwing not allowed) eggs into their nest.

Now the fun begins because players are also allowed to rob other nests and take eggs from another nest to their own nest.

The winner is chosen in one of two ways.

- The winner can be the first person to have an agreed number of eggs in their nest. She sits down quickly by the nest and calls out 'FULL NEST'.
- The winner can be the person with the most eggs in their nest after an agreed time.

ALSO SEE - *Rob the Nest Teams - Games for Large Numbers*

Dragon

4+ years

5 or 6 players

An interesting chasing game

One child is chosen to be the Dragon.

The Dragon holds out its hand and the other players stand around the Dragon touching one finger to the Dragon's hand.

The Dragon then tells what it likes to eat. 'I like eating pumpkin. I like eatingchips. I like eating.... little lollipops.'

The Dragon continues telling what it likes to eat until it says, 'I like eating children!' The players scatter when the Dragon says 'children' trying not to be caught by the Dragon. If a player is tagged, he is out.

Last player caught is the winner.

If a player lets go of the dragon's hand twice on false alarms, e.g. 'I like eating ch...eese.' The player is out for that round.
