The Indoor Recess Survival Guide—
Student Edition.

65 Indoor Recess Games YOU can Play in Your Class!
This book is dedicated to anyone who has ever stepped up to make our communities stronger, cleaner, safer, more welcoming, inclusive, diverse, or just plain brighter. Whether your actions are big or small, you can make the world a better place to live in.

Thank you!

“No act of kindness, however small, is ever wasted.” ~Aesop
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**Group size:** 20-40

**What you need to play:** nothing.

**Setup:** none.

**Before you start:**
- Choose a game leader.
- Get into a circle.
- Give each person a number from one to five.
- Each number, one to five, will be a different animal.
- Give each animal a sound. They could be a dog (bark), a duck (quack), a cow (moo), a cat (meow), a sheep (baa), a lion (roar), etc.
- Make sure everybody remembers what animal they are and what sound they should make.

**How to play:**
- Everybody keeps their eyes closed during the game.
- When the game starts, everybody walks around with their hands in front of them. They make their animal sounds.
- Get into groups that are making the same animal sound.
- The game is over when all of the animals are in groups.

**Level-UP!**
- Make the game harder by giving students a shorter amount of time to get into their animal groups.
- Give each person a card with an animal written on it. Students act like that animal **with their eyes open**, and look for other students who are acting like they are.
**BALL TOSS RACE**

**Group size:** 10-30

**What you need to play:** one or more balls.

**Before you start:**
- Choose a game leader.
- Get into a circle and have one or more balls ready.
- Remember that each person in the circle can only get the ball **one time**.

**How to play:**
- The leader starts the game by throwing, or rolling, the ball to another player while saying the other person’s name.
- After the leader passes the ball, he or she sits down or goes down on one knee so that everybody in the circle knows not to pass the ball back to him or her.
- It is important to remember the name of the person you passed the ball to!
- The person who gets the ball passes the ball to another player, says his or her name, and sits down or goes down on one knee.
- The game ends when the last person in the circle gets the ball.

**Level-UP!**

After the first round ends, the leader asks the group:
- Who has an idea how to get the ball to everyone more quickly?
- What do you think about adding a second ball?
- Can we time ourselves and see if we can do it faster?
- Could we do it **backwards**, starting from the last person who got the ball?
Group size: 8-20

What you need to play: a small object, preferably a stuffed animal bunny.

Setup: none.

Before you start:
- Choose a game leader.
- Get into a circle.
- Have everyone in the circle put their hands behind their backs.
- Choose one student to be in the middle of the circle.

How to play:
- The person in the middle needs to guess who is holding the bunny, but everyone acts like they have the bunny.
- The person in the middle starts the game by closing his or her eyes and counting to 10.
- While the person in the middle counts to 10, the circle passes the bunny around behind their backs, while singing:
  - “Bob the bunny, Bob, Bob, the bunny!”
- When the person in the middle counts to 10, everybody in the circle freezes and pretends that they have the bunny.
- The person in the middle gets to guess twice who has the bunny.
- If the person in the middle guesses correctly, they change places with the person who had the bunny.

Level-UP!
- Play the game with more than one bunny.
- Change the name of the bunny. It could be something you like, a celebrity, a birthday student’s name, etc.
Group size: 3-30

What you need to play: nothing.

Setup: have the students form a circle; students should have a little space between them.

Before you start:

- Choose a game leader.
- Get in a circle, with a little space in between everybody.
- Practice the Boom-Sha-Boom Clap, which is: clap your hands, then let your hands go out like you’re giving your two neighbors a high five.

How to play:

- Begin the clapping motion as soon as you start the words. There are four verses.
- Every verse is basically the same, but the body part changes.
- The verse:
  - Czechoslovakia, boom-sha-boom, Yugoslavia, boom-sha-boom, let’s get the rhythm in our hands! (Do some motion with your hands) We’ve got the rhythm in our hands! (repeat the hand motion.)
  - Czechoslovakia, boom-sha-boom, Yugoslavia, boom-sha-boom, let’s get the rhythm in our feet! (Do some motion with your feet) We’ve got the rhythm in our hands and feet! (repeat the hand motion and the foot motion.)
  - Czechoslovakia, boom-sha-boom, Yugoslavia, boom-sha-boom, let’s get the rhythm in our ____________ (make something up, and add a motion)! We’ve got the rhythm in our hands! (repeat all the motions...hands...feet...etc.)
- Blank fillers:
  - Round 1: hands (motion is three claps)
  - Round 2: feet (three stomps) Second blank motion is 3 stomps then 3 claps.
  - Round 3: head (shake head and say ay,ay,ay). Second motion is 3 head shakes, stomps, and 3 claps.
  - Round 4: hips (shake hips and say boing, boing, boing). Second motion is 3 hip shakes, 3 head shakes, 3 stomps, and 3 claps.
- Level-UP!
  Instead of standing still while clapping and singing, walk in a circle while you do it!
**Bullfrog Game**

**Group size:** 10-30

**What you need to play:** nothing.

**Setup:** none.

**Before you start:**
- Get into a circle.
- Everybody stands with their hands outstretched sideways, palms facing up.
- Everybody’s right hand should be on top of their neighbor’s left hand, all the way around the circle.

**How to play:**
- The leader starts the chant by gently slapping his or her neighbor’s left hand while everybody sings:
  - "Down by the banks of the hanky panky, where the bullfrog jumps from bank to banky, with an E, I, O, U, it got on a lily with a big kerr-plop!
- When everybody gets to “kerr-plop,” the last person tries to move his or her hands before their hand is slapped.
  - If the last person moves their hand before it is hit, the person who is on their left is out of the circle.
  - If the last person doesn’t move their hand in time before the person next to them slaps their hand, he or she is out of the circle.
- The song starts again, and another person gets out of the circle each time the song ends.
- The players who are out of the circle move to the outside of the circle and help sing along.

**Level-UP!**
- Let the people who get out of the circle sit in the middle of the circle while the game continues.
Group size: 10-20

What you need to play: nothing.

Setup: none.

Before you start:

- Get into a circle with one student in the middle.

How to play:

- The student in the middle (Player 1) walks up to one person in the circle (Player 2) and says, “left,” or “right.”
- Depending on the direction Player 1 gave (“left” or “right”) Player 2 has to say the name of the person next to him or her before Player 1 says, “Bumpity-bump-bump.”
- If Player 2 says the name in time, he or she is safe. Player 1 chooses another person in the circle (so Player 2 is a different person each time.)
  - If Player 2 does not say the name before the student in the middle says, “Bumpity-bump, bump,” he or she switches places with Player 1, and the game continues.
- The game is over when there are only three players.

Level-UP!

- Add directions, like “straight,” or, “center.”
Group size: 10-25

What you need to play:

- Something to pass around the room. A rubber chicken is an excellent tool for Chuck Race.
- You also need a stopwatch or a clock.

Setup: none.

Before you start:

- Choose a leader for the game. That leader will think of a magic word that will start the game.
- Everyone stands behind their desks with their chairs pushed in.
- During this game, students do not talk.
- The group’s goal is to beat the clock. You will want to finish the game as quickly as possible.
- Children should be standing behind their desks with their chairs pushed in.
- Explain that during this activity, they will not be able to talk.
- The group’s goal is to beat the clock. They want to accomplish the task as quickly as possible.

How to play:

- The leader says the magic word, and starts the stopwatch (or looks at the clock on the wall.)
- The leader passes Chuck (the chicken) to one student.
- That student will walk to another student, hand Chuck to that student, and sit in that student’s chair.
- That student passes the chicken to another student, and takes his or her chair.
- Each time a student gets the chicken, he or she walks to another student, hands over the chicken, and sits in the other student’s seat.
- The last player standing brings Chuck to the leader.
- The game is over when everybody is sitting. The leader will announce how long the game lasted.
- Play again, and try to beat your time!

Level-UP!

- Only pass to students who are in a different row, or in a different part of the class.
- Add five seconds to the time it takes to complete the game for any noise made during the game.
**Circle Animals**

Group size: 10-20

What you need to play: none.

Setup: Find an open space that is clear of anything on the floor.

Before you start:

- Choose a leader.
- Stand in a circle.
- Choose two or three animals to mimic.
- Review the sounds and actions of each animal with students.
- Show how each animal formation will look.
- Review boundaries and rules, ask for questions.

How to play:

- Everybody stands in a circle.
- The leader chooses a student to be in the middle of the circle.
- The student in the middle will point to a student on the circle and call out an animal.
- The student who is pointed to, along with the students to his or her right and left, have to imitate whatever animal that the student in the middle says.
  - For example, if the student in the middle points to Joe and says, “Rabbit,” Joe holds two fingers over his head to make rabbit ears.
- The two students next to Joe each tap one foot on the ground to imitate a rabbit hopping.
- Students who do not do the correct movement are out.
- These students now move to the center of the circle and choose animals for people to create.
- The game continues until only three students are left.
Group size: 10-30

What you need to play: items of different colors.

Setup: place colored items throughout playing area. These can be anything.

Before you start:

- Set boundaries (coned, chalked, or just a clear area in the classroom.)
- Review colors
- Give students one movement to use- walking, skipping, chicken walk, running
- Remind players to be careful of other students while playing.

How to play:

- Call out a color. Every student must move to the thing that is that color and touch it.
- Be sure that every student found something that is the color that was called out, and there aren’t too many students on any one thing.
- Give students the chance to name other objects with that color. “The sun is yellow! So are our pencils!”
- Start all over with a new color

Level-UP!

- Instead of calling out a color, call out an object such as the grass. Students must run and touch something that is that color (grass is green.)
Group size: 10-30

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Stand in a circle.
- Explain ground rules: no touching anyone or anything, keep dances appropriate for school, etc.
- Set consequences for inappropriate behavior, such as a three-minute time out, or 10 jumping jacks, for example.

How to play:
- The leader chooses one student to be in the middle of the circle.
- The student in the middle does whatever dance they want and, while the student in the middle is dancing, everyone in the circle claps and chants this song:
  - Let me see your dance move,
    Your dance move,
    your dance move.
    Let me see your dance move,
    your dance move at this school.
- After the first part of the song is finished, everyone joins in and does the same dance that the student in the middle did while chanting:
  - We can do it too,
    and too,
    and too.
    We can do it too,
    we can do your dance move!
- After the second part of the song is finished, the student in the middle closes his or her eyes and spins around. The group counts to ten and--on the count of ten--the student in the middle freezes. Whomever he or she is pointing to is the next person in the middle.
- If the person chosen randomly does not want to go in the middle, they have the right to pass. The leader simply asks for a volunteer to continue the game.
Dead Fish

Group size: 2-50

What you need to play: nothing.

Setup: find a place to play that is clear of obstacles and things on the floor.

Before you start:
- Choose a game leader.
- Remind students they need to find their own space. There is no touching in this game.
- Talk about what a dead fish might look and act like (dead fish don’t move.)

How to play:
- The leader says, “Swim, fishies, swim!”
- Students act like they are swimming through the classroom.
- The leader of the game counts down by saying, “5-4-3-2-1, deaaaaaaddddd fish!” during which the students can run around and make as much noise as they want
- When the leader says, “Dead fish,” all students must do their best impression of a dead fish.
- The leader walks among the fishes, looking for movement.
- If the leader sees any fish moving—even a little bit—he or she has been caught and must wait in the “coat boat” next to the door until the game is over.

Level-UP!
- The leader can let fish who are in the coat boat every time he or she says, “Swim, fishies, swim!” That way, fish are never really “out” of the game.
- When fish get caught, they can help the look for dead fishes who are moving, or try to make the dead fish laugh and get sent to the coat boat.
Detective

Group size: 20-30

What you need to play: nothing.

Setup: none.

Before you start:

- Choose a game leader.
- Choose one place where one student can hide from the detective.
- This game can be played in a circle or at their desks.
- If it is close to the beginning of the school year, go over everyone’s name to check if there is a student who does not know everyone’s names.

How to play:

- One student leaves the room and becomes the detective.
- Choose one student to hide.
- The leader tells the rest of the circle changes places or changes seats.
- Call the detective back into the room.
- The detective then tries to guess who is hidden.
- If the detective guesses correctly, he or she is the detective again.
- If the detective is wrong, the student who was hiding is the new detective and the leader will choose a new person to hide.
Ducks Fly

Group size: 10-25

What you need to play: nothing.

Before you start:
- Choose a game leader.
- Have students stand next to their desks

How to play:
- The leader will stand in front of the class and say, “Ducks fly!”
- The students flap their wings like a duck.
- The leader will continue to call out animals by saying, for example, “Birds fly” or, “Crows Fly.”
  - As long as the leader calls out an animal that flies, the students will continue to flap their wings.
- If the leader says an animal that does not fly (“pigs fly,” or, “cows fly,”) students stop flapping their wings.
  - Students caught flying for an animal that does not fly must sit down.
- Choose a new leader after every four or five animals are called.
- The round continues until four or five students are left standing.
Evolution

Group size: 10-40
What you need to play: nothing.
Setup: find a place where the group can safely walk around.
Before you start:

- Choose a game leader.
- Have the whole group gather in a contained area.
- Explain the four levels of Evolution:
  - 1. Egg
  - 2. Chicken
  - 2. Dinosaur
  - 4. Rock star
- Each level of Evolution has an action that goes with it.
  1. Eggs walk around with their hands over their heads, repeating, “I’m an egg. I’m an egg. I’m an egg.”
  2. Chickens walk like a chicken and cluck.
  3. Dinosaurs have arms outstretched like big jaws.
  4. Rock stars walk around like they are playing a guitar.
- The leader will demonstrate the four levels of evolution, and explain what happens if a student loses a round of Ro-Sham-Bo.
  - If you win against somebody who is the same level as you, you go up one level. If you lose, you go down one level.
- The leader will remind players that they can only do Ro-Sham-Bo with someone who is at the same stage of evolution.

How to play:

- Everyone begins as an egg.
- Players mix up, pair up and play Ro-Sham-Bo.
- The person who wins evolves to the next step. The person who lost goes down one stage. If the player is already an egg, he or she remains an egg.
- Players pair up again, only with someone who is in the same stage of evolution as they are.
- When a player evolves all the way to a rock star, he or she can only play other rock stars. If a rock star loses a round of ro-sham-bo, he or she becomes a dinosaur. If a rock star wins a round of ro-sham-bo, he or she stays a rock star.
- Game ends when the time limit is up.

Level-UP!

- Add a fifth level: superhero. Once students make it to superhero, they are done playing the game and fly around the room. The game ends when everybody is a superhero.
  - If you are playing Evolution with the superhero level, the leader could let players who lose ro-sham-bo to remain at their current level of evolution - this makes the game go a little faster.
**FOUR CORNERS**

**Group size:** 5-40

**What you need to play:** nothing

**Setup:** find an area with four corners. This can be a classroom or an area outside. If you can’t find a place with four corners, use cones or some other kind of marker to make corners.

**Before you start:**
- Choose a game leader.
- Split students equally among the four corners.
- Do a practice round with leader in the middle.

**How to play:**
- The student in the middle will close their eyes and count down slowly and loudly from 10 to zero.
- While the student in the middle is counting, all other students may stay where they are, or quietly move to a different corner.
- When the student in the middle gets to zero, all students must be at a corner (if they are not in a corner, they sit down.)
- After counting, the student keeps his or her eyes shut and points to one of the four corners.
- The student in the middle opens his or her eyes.
- Any students standing in that corner must sit down.
- If no one is standing in that corner, everybody who is sitting may stand up and get back into the game.
- When only one student is left standing, he or she becomes the counter for the next round.

**Level-UP!**
- Give more people a chance to be in the middle by change the person in the middle every few minutes or so.
- The person in the middle can say that they will point to the loudest corner, making this a quiet, sneaky game.
**Heads up, 7 up**

**Group size:** 10-40

**What you need to play:** nothing.

**Setup:** play in a classroom or other large, open space.

**Before you start:**

- Choose a game leader.
- Review rules and boundaries.

**How to play:**

- The leader will choose seven students to be taggers.
- The taggers stand in front of the room and say, "Heads down, thumbs up!" and the rest of the class puts their heads down with their thumbs up.
- Every tagger goes around and taps one thumb.
- When they are done, the seven taggers say, "Heads-up, 7-up!"
- The seven people who got tagged stand up and try to guess who tagged them. If they guess correctly, they switch places with the person who tagged them.
Hi, how ya’ doin’?

Group size: 20-40

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Find a space that is big enough for everyone to stand or sit in a circle with enough space for two people to be able to run around the circle at any time.
- Hi, How Ya’ Doin’? is a lot like Duck, Duck, Goose, except that, instead of one person chasing another in one direction, two people run in opposite directions around the circle and can be stopped at any time by anyone in the circle.

How to play:
- The leader chooses one student to stand outside the circle.
- The game starts when the student who is outside the circle puts his or her hand out to a student in the circle and asks, “Hi, how ya’ doin’?” Both students shake hands.
- After this, both students run in opposite directions around the circle, trying to get to the open spot before the other.
- As they run around the circle, either student may be stopped at any time by anybody in the circle who sticks his or her hand out of the circle and asks, “Hi, how ya’ doin’?”
  - When a student in the circle asks one of the people running around the circle, the runner must shake hands with that person and say, “Hi, how ya’ doin’?” before continuing to run to the open spot in the circle.
- The round ends when one of the two runners makes it to the open spot, and the leader chooses a new student to start the next round.

Level-UP!
- Make the question, or thing each runner has to say, shorter or longer. For example:
  - Student in the circle: “Hi, how ya’ doin’?”
  - Runner: “I’m doing very well, thank you. And how are you this morning?”
Group size: 20-30

What you need to play: nothing.

Setup: use boundaries, cones, or some sort of place marker to create an area for the game.

Before you start:

- Choose a game leader.
- The leader will choose a start word and a stop word, and tell them to the class.
- Remind students that they must be careful to avoid running into other students during the game.
- The leader will have students repeat all rules, as well as the start word and the stop word.
- Spread students evenly inside the play area to avoid contact and collisions.

How to play:

- You must stay inside the boundaries,
- On 1st signal: students begin hopping (skipping, jumping, etc.),
- On 2nd signal: students must freeze in a balanced position (on one foot, one foot and one hand, etc.)
- Repeat the game several times.
- Change what students do for each signal.

Level-UP!

- Students who keep moving after the stop word sit out for a short time.
- Have the children play this game while balancing a beanbag on their head.
- Make it harder to balance by having students play while holding hands with a partner.
**I SEE I SEE**

**Group size:** 5-1,000,000

**What you need to play:**
- Something to mark game boundaries.
- Imagination.
- A sense of humor.

**Setup:**
- The game can be played outside, in a gym, or in a classroom.
- Explain the boundaries of the space as well as personal boundaries (no touching each other.)

**Before you start:**
- Choose a game leader.
- Make sure the students know that they CANNOT make any body contact with each other to stay safe.
- Show students where the boundaries for the game are.

**How to play:**
- The leader says, “I see, I see!”
- Students freeze and ask, “What’s that you see?”
- The leader says, "I see a class of ______." The blank can be anything.
- Whatever the leader says he or she sees, the students act it out.
  - For example:
    - LEADER: "I See, I See!!"
    - STUDENTS: "What do you see?"
    - LEADER: "I see superheroes flying in the sky!"
      (Students then act like superheroes flying in the sky.)
- After the students have acted for a little while, the leader says, "I see, I see" again, and the students act like that thing.

**Level-UP!**
- Use music to make the game a dancing game, or a warm-up exercise: have students act like the thing the leader sees, but also *dancing.*
  - LEADER: "I see, I see!”
  - STUDENTS: “What’s that you see?”
  - LEADER: “I see a class full of dancing penguins!”
    (The students do their best impersonation of a dancing penguin.)
**IF YOU REALLY KNEW ME**

**Group size:** 3-30

**What you need to play:** nothing.

**Setup:** none.

**Before you start:**

- Choose a game leader.
- Demonstrate what one round will look like.
- The leader will ask students to explain what “attentive listening” means and what it looks like.
  - Attentive listening is fully hearing what the person talking to you is saying without interrupting, thinking about something else, or thinking about how you want to respond when it is your turn to talk. It includes facing the person who is speaking, making eye contact, nodding, etc.
- Split students into “A” and “B” players.

**How to play:**

- Put students into pairs and decide who student A is and who is student B.
- Student B silently listens to student A for one minute (the leader can make this time shorter or longer, depending on the group.)
  - Student A starts sharing each fact about themselves with the sentence, “If you really knew me, you would know that...,” followed by something about themselves.
- Student B repeats what student A said word for word, “If you really knew me, you would know that...,” followed by the thing that student A just shared.
- Student A repeats the first sentence, and then adds a second fact about themselves, starting again with, “If you really knew me, you would know that...”
- Student B repeats the first and second sentences word for word.
- This repeats until the one minute has passed:
- Examples of what to talk about:
  - Family information- “If you really knew me you would know that I am the youngest of 4 siblings.”
  - School information -“If you really knew me you would know that my favorite topic in school is art.”
  - Favorite or least favorite things- “If you really knew me you would know that I hate broccoli.”
  - Anything else they want to share about themselves.

- After one minute, the roles are reversed. Student A listens while student B shares.
Indoor Marco Polo

Group size: 5-30

What you need to play: nothing.

Setup: find an open area with nothing on the floor where you can play the game.

Before you start:

- Choose a game leader.
- Choose one student to be “it” and another student to be his or her guide.
- Have the rest of students spread out.
- Review that, in this game they will walk, not run.
- Review game boundaries with the students.

How to play:

- The student that is “it” closes his or her eyes and calls out, “Marco,” and all the other students say, “Polo.”
- The student that is “it” follows the sound of the students and tries to tag other students with help from the guide. The guide should place his or her hands on the shoulders of the student who is “it” to keep him or her from running into anything.
- When the person who is “it” tags a student, the student who was “it” becomes the new guide, and the student who got tagged closes his or her eyes and says, “Marco!”

Level-UP!

- To make the game harder, the guide can only tell the person who is “it” where to go, without using his or her hands to help the student who is “it.”
**Instant ID**

**Group size:** 6-20

**What you need to play:** a blanket, or something like a curtain.

**Setup:** none.

**Before you start:**

- Choose a game leader.
- Divide players into two teams.
- Have two people hold up the curtain in a place between both groups.

**How to play:**

- Have one person from each team stand facing each other, with the curtain between them.
- Count down from 3 to 0, and then quickly drop the curtain.
- The player on either side of the curtain must be the first to say the name of the person who was on the other side.
- The first player to correctly say the other person's name earns a point for his or her team.
- Each group chooses a new player to sneak up to the curtain.

**Level-UP!**

- Have teams line up with their backs to each other, choose a person from each team to walk backwards until their backs are almost touching. Then, tell the two groups to face each other. Groups can give their player in the middle of the room hints about who is standing behind them. The first person to guess correctly gets a point for his or her team.
Look Up!

(3 games in one!)

Group size: 10-30

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Make a circle.
- Make sure students knows how to react to the commands, “look up!” and, “look down!”

How to play:

- The leader chooses one person to be in the middle.
- The person in the middle starts by saying, “Look down!”
- Everyone looks down at their feet
- When the caller says, “Look up!” everyone looks up directly at someone else in that circle.
- If two people are looking at each other, they leave the circle.
- If caller leaves the circle, the leader picks a new caller.
- The game ends when there are only two players.

Level-UP!

- Start with two circles. Choose a caller for each circle. Now, if two players make eye contact, they go to the other circle instead of being out. This makes the game never-ending.
- Play the “Scream” version of this game: when the caller says, “Look up,” anyone who makes eye contact with another player screams (not too loudly, of course,) and hops out of the circle.
- Play the “Jedi Mind Trick” version of this game: choose one person to be in the middle. Players don’t look up or down, but constantly look around the circle. When two players in the circle make eye contact, they switch places with each other. When this happens, the person in the middle tries to steal one of their spaces while they are switching places. This way, the person in the middle changes a lot, and the game doesn’t end.
Magic Ball

Group size: 5-25

What you need to play: one ball.

Setup: have students sit in a circle.

Before you start:

- Choose a game leader.
- Talk about how to pass a ball to each other without *throwing* the ball.

How to play:

- In the circle, the leader will ask students think of three magic words.
- Repeat and practice the magic words in a particular order a few times.
- Come up with what the magic ball is going to turn into (for example, a sticky ball, or a, 1,000 pound ball, etc.) when the leader says one of the magic words.
- The leader uses the magic word to turn the ordinary recess ball turns into a magic ball. Pick up the ball and pass it in a way that you think best shows the magic word (sticky, heavy, hot, enormous, etc.)
- Have each student take a turn with the magic ball. Once the ball gets back to you, place it back in the center of the circle and come up with a new magic ball (for example: a heavy ball, an apple, a slippery ball, or take an idea from the students in the circle.)

Level-UP!

- Have students stand up in the circle, or make the circle bigger or smaller.
- Use different types of passing (for example: bounce pass, chest pass, rolling, etc.)
Mouse Trap

Group size: 10-20

What you need to play: nothing.

Setup: none.

Before you start:

- Choose a game leader.
- Choose six students make a trap by making a circle and holding hands.
- Remind students to be aware of others around them so that they are safe.

How to play:

- The leader chooses one student to be the cat.
- The leader checks to see that the six students are still holding hands to make the trap.
- The leader thinks of a start word for the rest of the students, the mice, to start going in and out of the trap. He or she tells the group what the start word is.
- The cat stands with his or her back to the circle.
- The leader stays the start word.
- The students in the circle are mice who will go in and out of the trap.
- The leader says the start word, and the mice start going in and out of the circle.
- When the cat yells, “Snap,” the students who are the trap lower their arms to catch any mice inside the trap.
- Anybody who gets caught in the trap is now part of the trap.
- When only one student is left, the game ends. He or she will be the cat for the next round.
Group size: 10-30

What you need to play: four cones, or something to make boundaries for the game.

Setup: make a rectangle of boundaries for the game.

Before you start:

- Choose a game leader.
- Line students up at one end of the rectangle.
- Have students repeat back each action that goes with each command.
- Together, make up a short consequence for what students will have to do if they do the wrong thing after the leader says a command (for example: 10 jumping jacks, high-five three people, etc.)

How to play:

- The leader may call any command found on a remote control. Students follow that command, and are trying to make it to the other end of the rectangle—the finish line.
  - Play – Students begin walking towards finish line.
  - Fast forward – Students run to finish line. (If you are inside, walk quickly.)
  - Rewind – Students move backwards.
  - Pause – Students freeze.
  - Slow motion – Students move very slowly.
  - Power off – Students crouch down like an egg.
  - Power on – Students stand up.
- Students must correctly react to the leader’s commands.
- The goal is to make it all the way to the finish line.
- When a student makes a mistake he or she must do 10 jumping jacks, or another short consequence, to re-enter the game.
- When students make it to the finish line, they should cheer on anyone who is still playing.

Level-UP!

- If it is too hard to remember all the commands the first time you play, try starting with just two or three commands and add new ones as you go.
- Students who finish the game could cheer on the players who are still in the game, or they could:
  - Join the leader on the sideline as judges.
  - Go back to the starting line and start over.
My name is...and I move like...

Group size: 3-25

What you need to play: nothing.

Setup: none.

Before you start:

- Choose a game leader
- Have the whole group stand in a circle.
- The leader shows the students in the circle how to speak loudly while doing a fun movement that everybody can see.
- Tell the students in the circle that, in this game, one person at a time will take a turn saying his or her name and then he or she will do a movement. After this, everyone else in the circle will repeat his or her name, and copy his or her movement.
- The movement can be anything: a dance, an animal sound, a cheer, etc.

How to play:

- The leader chooses a student to go first.
- The first person begins the game by loudly saying his or her name and then does a movement.
- The whole group repeats the name and movement.
- The next student says his or her name and makes up his or her own movement.
- Again, the whole group repeats back the name and the movement.
- The game goes on until everyone has gotten a turn.

Level-UP!

- Play the game again, but let the leader choose what movement, or series of movements, the students do (example: they must leave the ground, land on one foot, and then spin around, etc.)
- If some students in the circle can’t see everyone else’s movement, send the student whose turn it is into the middle of the circle. This way, everybody can see what to do.
**Mystery Creature**

**Group size:** 3-40

**What you need to play:** small pieces of paper, pens, and tape. Post-Its work well for this game.

**Setup:** write the names of several different animals on the pieces of paper.

**Before you start:**

- Choose a game leader.
- Review how to frame “yes or no” questions.
  - Questions that can be answered with a “yes” or a “no” are **closed-ended questions**. They can usually only be answered with “yes,” or, “no,” or another one-word answer. For example, “Do you like bananas?” is a closed-ended question because you would normally answer “yes” or “no.”
  - **Open-ended questions** are questions that have to be answered with more than “yes” or “no.” For example, “How are you doing today?” is an open-ended question because you would have to say something like, “I’m doing fine today, thanks.”
- Give students ideas for clue-finding questions, such as the animal’s environment, habitat, physical traits, etc.

**How to play:**

- Stick a Post-It with the name of an animal to each student’s forehead. Students should not be able to see what animal is on their forehead.
- The game starts. Students asks each other yes or no questions to try and guess what animal they have, for example:
  - “Am I big?”
  - “Do I have scales?”
  - “Am I a mammal?”
- The game is over when everybody knows what their animal is.

**Level-UP!**

- Use different subjects on the Post-Its, instead of animals. Use famous people, subjects in school, sports, etc.
Name Touch

Group size: 5-30

What you need to play: nothing.

Setup: none.

Before you start:

- Choose a game leader.
- Stand in a circle.
- Go around and say everyone’s name.
  - If this is the first time playing, name tags help.
- Demonstrate safe tagging and high fives
  - The leader reminds students that safe tagging is: tagging with a light touch, like butterfly wings.
  - Unsafe tags and high fives are making hard contact that might hurt somebody.
- The leader chooses one student to be in the middle of the circle.
- Everyone, except the player in the middle, holds both hands out in front with their palms facing upward.

How to play:

- The leader begins the game by loudly saying someone’s name in the circle.
- The player in the middle tries to tag that person.
- The player whose name was called must say another player’s name before he or she is tagged.
- When a player gets tagged before he or she can say another person’s name, he or she switches places and goes to the middle.
- The player who was in the middle now gets to call out a name from the circle to start the next round.

Level-UP!

- Have the players standing in the circle close their eyes so they can’t see the person in the middle coming towards them.
- Make the circle a little bigger so that the person in the middle has to run towards the players.
**One Word**

**Group size:** 8-30

**What you need to play:** a whiteboard, a chalkboard, a notepad, or some index cards that you can write on.

**Setup:** find an indoor space with something you can write on that is large enough so that people 10 feet away from you can read what you have written.

**Before you start:**

- Choose a game leader.
- Divide the group into at least two teams. Each team should sit in a place where they can all see what the leader will write during the game.
- Remind the students that no actions are allowed in the game. Students can only give one word clues.

**How to play:**

- Each group chooses one volunteer from each team to come to the front of the room and face the class, with their backs to the leader.
- The leader writes down one word that only the teams can see. The volunteers can’t see the word!
- Each team must brainstorm a one word clue to try to help their teammate guess the word.
  - For example, if the word is, “basketball,” the team could give one word clues like, “hoop” or, “sport.”
  - They could not say something like, “Boston Celtics” or, “dribbling down the court,” because those clues are more than one word.
  - You can also not say part of the word, like, “basket,” or, “ball.”
- Change between giving clues and letting volunteers guess until one person guesses correctly.
- The leader chooses two new volunteers from each team and gives the group a new clue.

**Level-UP!**

- If the group is very good at the game, use short phrases as clues instead of one word clues.
POISON FROG

Group size: 8—500,000

What you need to play: nothing.

Setup: a space that is large enough to have all students sit or stand in a circle, and for one Detective to walk around the circle.

Before you start:
- Choose a game leader.
- Have students stand in a circle.

How to play:
- The job of the detective is to seek out and catch the poison frog before they poison too many students in the circle.
- The detective has three guesses to spot the suspect before they get away.
- All students stand in a circle. The leader chooses the detective, and he or she leaves the circle with his or her back turned to the circle.
- Everyone in the circle puts their heads down, and the leader chooses the poison frog by tapping one student twice on the shoulder.
- The leader tells the group to put their heads up.
- The poison frog’s job is to poison as many victims as possible by quickly sticking his or her tongue out at other students in the circle.
- The leader asks the detective to come back to the circle, and the poison frog starts poisoning other students with his or her tongue. The poison frog should be careful so that he or she doesn’t get caught by the detective.
- If the poison frog makes eye contact with somebody and sticks out his or her tongue, that student has been poisoned and should kneel down on one knee, or turn around.
- The detective has three tries to find the poison frog.
- When the game ends, the leader picks a new detective and a new poison frog.

Level-UP!
- Set a time for how long the detective has to find the poison frog.
- Play the game as a race to see how fast the detective can find the poison frog before they poison a specific amount of victims. For example, say that the detective has to get the poison frog before he or she poisons three students.
- You can give out clues as to who the poison frog could be. This works well if the poison frog takes a long time to poison victims.
- Make the poison frog do 5-10 jumping jacks if they do not poison a certain amount of victims before the detective catches him or her.
- Make the Detective have to do 5-10 jumping jacks if they do not nab the poison frog in _______ number of tries.
- The jumping jacks can be replaced with any silly dance or exercise (running around the circle a few times, etc.)
Group size: 10-35

What you need to play:
- A ball or another small object.
- A chair or another object to place the ball on.
- A quarter or another other coin with two different sides.

Setup:
- Place the ball on top of the chair.

Before you start:
- Choose a game leader.
- The leader will split players into two teams and will have them face each other while holding hands.
- Decide where the start and end of the lines will be.
- Put the ball, or other small object, at the end of the lines, in the middle of the two teams.
- The leader will remind students that that Pulse is a silent game. All players except for the first two in line must have their heads down and eyes closed.
- Demonstrate gentle hand squeezing and decide on any consequences for students who do not gently squeeze another student’s hand during the game (jumping jacks, sit out for two minutes, etc.)

How to play:
- In Pulse, teams try to grab the small object before the other team does by passing the current down one person at a time.
- The judge will flip a coin. If the coin lands on HEADS, the players at the front of the line may start the current by gently squeezing the hand of the person next to them.
- The team whose player is at the end of the line grabs the ball first gets a point.
- If the coin lands on TAILS then no reaction should occur, and after a few seconds the judge should flip the coin again.
  - If a team grabs the ball on a TAILS coin flip, that team loses one point.
- After each round, the person at the front of the line will move to the end of the line and everyone will move one spot up.
- Everyone should have a chance to be the person who starts the pulse at the front of the line, and to be the person who grabs the ball at the end of the line.
- The first team to 10 points wins.

Level-UP!
- Instead of gently squeezing each other’s hands, players could also raise their hands to do the “wave.”
Pumpkin Face, Raisin Face

Group size: 5-1,000,000

What you need to play: nothing.

Setup: find an open area where students can stand in a circle.

Before you start:

- Choose a game leader

How to play:

- Everybody stands in a circle.
- The leader shows students what a “pumpkin face” and a “raisin face” might look like.
  - **Pumpkin face:** open your body up. Stand on your tip-toes. Put your arms up, and stretch. Make your face or mouth round. Stretch out your face by opening your mouth and eyes really wide to look like a scary pumpkin face.
  - **Raisin face:** get down very low and stretch out your legs until you are sitting on the back of your legs. Get very small. Close your face in by squinting your eyes, sucking in your lips and tightening your cheeks like a dried up, old raisin.
- Have students practice while also saying, “Pumpkin face” or, “Raisin face.”
- The leader continues activity by going back and forth between calling out, “Pumpkin face,” and, Raisin Face.”
REAL CLOSE

Group size: 5-20

What you need to play: As many cones as students. It helps to have groups of differently colored cones. If you do not have these, find things in your classroom that will not break or be damaged if you throw them instead of cones.

Setup: small area or classroom.

Before you start:

- Choose a game leader
- Arrange the cones or markers in a circle as home bases for each student.
- Assign the teams based on what color cone the student has (for example, all students with red cones would be the Red Team.)
- Set an object in the middle of the circle as a target.

How to play:

- Going around the circle, each team member throws his or her cone toward the target in the middle of the circle.
  - If a cone lands on top of the target, the team gets five points.
  - If a cone lands to be touching the target, the team gets three points.
  - If a cone lands within the leader’s foot length from the target, the team gets one point.
- After all students have thrown their cones, add up each team’s points.
  - Note: no points are given until all cones are thrown, so it is possible to take points from another team by knocking one of their cones out of the game.

Level-UP!

- Change the point system.
- Award points for throwing a cone on top of another player’s cone.
- Give fewer points for different kinds of throws. This will make each team’s score close to the other teams’ points.
- Move the target closer or farther away to adjust the difficulty level.
Group size: 3-30

What you need to play: one playground ball and one recycling bin (or some other, clean box or basket) for each team.

Setup: place the recycling bin in the middle of a large circle.

Before you start:
- Choose a game leader.
- Have the group sit in a big circle.
- Choose a song that everybody knows. This will help to time the game. If some people in the group don’t know the song, the leader can turn around from the circle and slowly count to 10 while the students in the circle pass the ball. When the leader counts to ten, he or she can say, “Freeze” to stop the circle from passing the ball.
- Emphasize the importance of cheering on their classmates and being positive.
  - We cheer for our teammates whether or not they make a shot into the recycle bin.
- Have the group practice passing the ball hand to hand around the circle while singing the song the group has chosen.
  - Remind the group that the ball should be passed hand to hand, not thrown or rolled across the circle.
- Also, remind the group that the only time a student should stand up is when they are holding the ball at the end of the song, or at the end of the countdown.
  - If two people have the ball at the end of the song, they ro-sham-bo to see who will take the shot.
- Only the leader, or a student whom he or she has asked, can touch the recycling bin or get the ball from the bin, or if it goes out of the circle.

How to play:
- Let the group pick a song they want to sing.
- When the song starts, pass the ball hand-to-hand around the circle.
- When the song ends, the person holding the ball stands up and tries to throw the ball into the recycling bin from where they are standing.
- The leader picks the ball up, gives the thrower a high five, and starts the song again with a new student.

Level-UP!

- If you have something to play music, use music for the game. When the leader stops the music, whoever has the ball takes the shot.
- For beginners, let each student try throwing the ball into the recycling bin before starting the game, and make sure the group shouts, "Good try __________ (student’s name)" for each person.
- Make the game a little more unpredictable by throwing the ball underhand across the circle to another student when you get the ball.
Rhythm Detective

Group size: 10-25

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Students begin in a circle.

How to play:
- The leader chooses one student to be the detective.
- The detective leaves the circle and goes somewhere they can't see the circle.
- The leader chooses one student to start a rhythm with his or her hands, feet, or body.
- The leader asks the detective to come back into the class once the rhythm has started.
- The detective tries to find out who is leading the rhythm.
  - The detective has three guesses to find the person changing the beat.
- Everyone in the circle copies the rhythm.
  - Try not to look right at the person who is secretly changing the rhythm, or the detective will easily find him or her.
- The leader of the rhythm can change it every few seconds, or when they think the detective isn't looking.
- If the detective guesses correctly, the leader of the rhythm becomes the detective and the previous detective chooses the next rhythm leader.
- If the detective can't guess in three guesses, he or she chooses the next detective and the leader chooses someone else to be the rhythm leader.
Ro-sham-bo Relay

Group size: 6-20

What you need to play: cones to mark a “U” shaped path.

Setup: set out a semi-circle (U shaped) path using cones or other markers. You can also use half of a basketball court.

Before you start:
- Choose a game leader.
- Divide students into two groups. Each group stands in a single file line at the ends of the “U.”
- Review how to ro-sham-bo.
- Make sure students know where to go when they win and lose ro-sham-bo.

How to play:
- The goal of the game is for a player from one line to make it to the start of the other team’s line.
- If a player gets to the other team’s starting line, his or her team gets a point.
- The game begins on a signal from the leader.
- The first players in each line begin walking quickly on the path towards each other.
- When they meet, they stop and ro-sham-bo until one player wins.
  - The winner continues walking on the path in the same direction.
  - The losing side sends the next person in line to stop the other player from making it to their starting line.
- Again, when two players meet, they do ro-sham-bo until one player wins.
- The game continues. Teams get points when one of their players makes it to the other team’s starting line.

Level-UP!
- Make the path longer or shorter.
- Add obstacles to the path.
- Give players a theme to name from as they meet in the middle. For example, each side could yell out the name of a fruit or a vegetable, a natural environment, a state, etc., before they ro-sham-bo. This is a great way to practice the things you have learned in class.

Indoor Modifications:
- Arrange desks in the middle of the classroom in the shape of a “U” so teams have an obvious path to walk around.
- Create an easy path for the students who lose ro-sham-bo to safely return to the end of his or her line.
RO SHAM BO
ROCK STAR

Group size: 10-1,000,000

What you need to play: nothing.

Before you start:
• Choose a game leader.
• Review the rules of ro-sham-bo.
• Make sure everyone understands the rules and how they become a fan of the person who has beat them, or their group, at ro-sham-bo.

How to play:
• Group students into pairs.
• At the start of the game, everyone is a rock star.
• Have each pair of students play a round of ro-sham-bo (or enough rounds to break a tie).
• The student who wins stays a rock star, and the student who loses becomes the winner’s fan. The fan follows the rock star, cheers for them, or just shouts, “Go _______!”
• The rock star moves on to play another rock star, with his or her fan cheering on.
• Each time two rock stars meet, the rock star who wins now gets that rock star as a fan, as well as all of his or her fans!
  o The number of groups continues to get smaller and smaller, but the size of the groups continues to grow.
• The game continues until there are only two rock stars left and the whole group is cheering for one rock star.
• The leader starts the game again with groups of two. Everyone is a rock star again.

Level-UP!
• When rock stars meet, make the ro-sham-bo a “best out of three” contest. Whichever rock star wins twice stays a rock star, and the other student becomes that rock star’s fan.
• Use music to make the game more exciting. Play the song “Danger Zone” by Kenny Loggins on infinite repeat.
**SAFARI**

**Group size:** 2-50

**What you need to play:** one chair, and something that looks like a steering wheel. If you can’t find anything, just use your imagination.

**Setup:** find a place where students can line up and stand in one or two rows behind a chair; or, set up two rows of chairs with one chair in the front of both rows.

**Before you start:**
- Choose a game leader.
- If you are playing Safari inside, the leader will remind the students that the tour bus is at a safe distance from the animals. This means that, even though animals are loud, he or she should only hear a dull roar from the animals they see. The class next door shouldn’t be distracted by the game.
  - If you are playing Safari outside, students can make more noise and everyone can be more adventurous by taking tourists closer to the animals. The animals on an outside safari will probably be louder, but they don’t have to be.
- For younger groups, talk about what kinds of animals they might see in jungles, plains, and deserts.

**How to play:**
- The leader will choose one student to be the Safari tour guide.
- The Safari tour guide sits in the front chair.
- When students are ready to play, the leader will ask students to, “take their seats” for the tour by either lining up behind the tour guide, or sitting in the chairs behind the tour guide.
- The tour guide is driving a bus of tourists through the African jungle, plains, and deserts. On the way the tour guide sees different animals and he or she tells the passengers what they see.
- Whatever animal the tour guide sees, the rest of the players have to act like that animal. Students on the tour can also make the sound of that animal.
- The tour guide continues by telling the students another thing that he or she sees, and students act and sound like that new animal.
- The leader will switch tour guides after 3-5 animals.

**Level-UP!**
- Switch the location of the tour. You could go to the Arctic, a farm, down a river, downtown in your city, your school, etc.
Sandman

Group size: 15-30

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Everyone sits in a circle with legs crossed.
- Students should close or cover their eyes.
- The leader picks one person to be the sandman by lightly tapping him or her on the head one time, and one person to be the alarm clock by lightly tapping him or her on the head two times.

How to play:
- Once the leader has chosen the sandman and the alarm clock, the leader tells students to open their eyes.
- The sandman puts people to sleep by winking at them.
- If a student is winked at, he or she silently counts to 10, and then places his or her hands together next to his or her cheek like he or she is sleeping.
  - Students who are sleeping should keep their eyes open so the alarm clock can wake them up.
- The alarm clock can wake up students who are sleeping by looking at a sleeping student and touching his or her own nose.
- If the alarm clock is put to sleep, he or she can’t wake others up.
- Players try to guess who the sandman is, but they can only guess only if they are awake.
- If a student guesses incorrectly, they fall asleep until the round is over.
- When the round is over, the leader tells everyone to close or cover their eyes, and he or she picks a new sandman and a new alarm clock.

Level-UP!
- This game can also be played without an alarm clock. Without an alarm clock, students who the sandman winks at are asleep for the rest of the game.
Shape Shifter

Group size: 10-30

What you need to play: nothing.

Setup: find a space that will fit the entire group in the shape of a circle. This will allow the group to change shapes throughout the game.

Before you start:
- Choose a game leader.
- The leader will think of a start word (such as, “rock star”) and a stop word (such as, “freeze”) and will tell the group what the start word and stop word are.
- The leader should ask the group to repeat the start word and the stop word. This is important so that everybody knows what to do, and so everybody can play safely.
- Together, talk about different shapes and the amount of sides each shape has.
- Start by practicing how to make a few shapes, like a triangle, square, or rectangle. When the leader sees that students are ready, the game can begin.

How to play:
- The object of the game is to form the shape the leader chooses before time runs out.
- The leader will count down the time while the group makes each new shape.
- Everybody in the group should use their bodies to form the new shape.
  - Students should stand straight-up, side-by-side to form the shape.
- After each round the leader will check the shape, making sure the shape has the right amount of sides and the angles are more-or-less how they should be.
- The leader starts a new round by saying the stop word, then what the new shape will be. He or she gives the start word and starts counting down again.

Level-UP!
- Form each shape without speaking.
- While students make the shape, they can skip, hop, or act like their favorite animal while moving.
Shipwreck! (Inside version)

Group size: 6-1,000,000

Note: this version of Shipwreck! is a little different from the popular outside version of Shipwreck! that many students may be used to. The commands in this game are different because there is less space in a classroom than there is outside, and also because there are more things that students could run into if they were playing Shipwreck! In a classroom. For the outside version of Shipwreck! see the Level-UP! section at the end of the description of this game.

What you need to play: a space that is a large rectangle with a center line. The carpet or rug in your classroom works well.

Setup: have students line up on a clearly marked line in the middle of the playing area. This line will be where students line up for “roll call.”

Before you start:
- Choose a game leader.
- Make sure students know the commands you will be using. Start with a few, and increase the number of commands you use as students are able to remember them.

How to play:
- The leader explains that he or she is the Captain of a pirate ship. The players are new recruits, and are untrained in the ways of the pirate life. The Captain is going give commands, and recruits must act and speak in the way the Captain has taught them. If they can follow all the commands, they will be promoted to the rank of Captain, and only then will they be prepared to command their own pirate ship.
- The Captain will explain that the crew is sailing through dangerous seas and that they need to work together and follow the Captain’s commands if they want to get promoted, or simply survive.
- If crew member do not follow a command correctly, the Captain will order them to be locked up in the pirate ship’s “brig.”
- The Captain will show his or her recruits the playing area and show them which end is the “bow” of the ship and which end is the “stern.” Recruits must not leave the boundaries, or they will be swallowed by the salty sea!

Commands:
1. **Roll call:** recruits must line up at the mid-line of the pirate ship, feet together, and toes on the line. They salute and say, “Aye-aye, Captain!” Recruits may not lower their salute until the Captain salutes and says “at ease.” If the Captain gives an order without saying, “At ease,” any recruit who started following that order will be sent to the brig.

6. **Sailor overboard:** recruits pair up and decide which person gets on their hands and knees, and which one stands and gently places one foot on the other’s back while acting like they are using a spyglass to find a sailor who has fallen into the unforgiving sea.
Shipwreck! (Inside version)

2. **Crow’s nest**: recruits act as if they’re climbing up a ladder to the crow’s nest, the top of the main mast, an area at the highest point of the ship to look out for danger on the high seas.

3. **Swab the deck**: recruits act like they’re mopping the deck of the ship.

4. **Shark attack**: the captain becomes a shark and tries to tag the crew. recruits quickly walk (not run) away from the Captain. Anyone the Captain tags goes to the brig.

5. **Jailbreak**: recruits who are not in the brig can run to the brig and tag as many people as possible to set them free.

Level-UP!

- Play the “last pirate standing” version. In this version, recruits whom the Captain catches not following orders correctly are sent to the brig. The Captain will also send the last recruit doing each chore to the “brig.” There are no “jailbreaks.” The goal is to be the last crew member standing.
- Play the outside version of Shipwreck! or make up your own commands that involve one or more recruits working together. The commands for outside Shipwreck! are a little different:

1. **Roll call**: same as the indoor version.

2. **Swab the deck**: same as the indoor version.

3. **Lighthouse**: two recruits hold each other’s hands, raise their hands up to form the peak of a lighthouse, and move in a circle while going, “Beep, beep, beep.”

4. **Crow’s Nest**: recruits get into groups of three. Two recruits hold each other’s hands with some space between them, and the third recruit goes under their hands and comes up through the middle space to look out for danger on the high seas.

7. **Drop Anchor**: everyone lies on their backs with their legs up and acts like an anchor.

8. **Pirates**: everyone closes one eye, puts up a hook finger, hobbles around like they have a peg leg while saying, “Aaargh!”

9. **Abandon ship**: recruits get into lines of four and act as if they are rowing to safety, while singing “Row, Row, Row Your Boat.”

5. **Abandon ship**: same as the indoor version.

6. **Starfish**: recruits get into groups of five. Each recruit puts one hand in the middle of the group and waves his or her other hand out of the group like the slimy tentacles of a starfish. The group moves in a circle to make the starfish come to life.

7. **Shark Attack**: same as the indoor version, but recruits can run away from the Captain, who is safely tagging recruits to send them to the brig.

8. **Jailbreak**: same as the indoor version.
Group size: 5-30

What you need to play: one ball.

Setup: none.

Before you start:
- Choose a game leader.
- Students spread out in playing area, standing up.
- Remind students to pass safely. Students cannot throw the ball really hard at another person, and should make sure that the person they are passing to is looking at them before they pass the ball. It may help to say the name of the person you are passing the ball to before passing it!

How to play:
- The leader starts the game by counting down, “3, 2, 1, silent.”
- Students pass the ball to other students.
- A student must sit down if:
  - He or she drops the ball.
  - He or she makes a bad pass.
  - He or she makes any noise.
- The game goes on until only one student remains.
- The last student standing gets to be the first to throw the ball in the next round.
  - All students who were out can come back to the game at the start of a new round.

Level-UP!
- Have students sit or stand in a circle. See if they can pass the ball around the circle without anyone laughing or talking. Add more balls for a challenge round.
- Silent Trees Version!—Start with students sitting on the ground. When a player is out, he or she stands up and becomes a tree. Trees must remain planted. They cannot move their feet, but they can move their arms. A tree can get back in the game by knocking down or catching a pass that was meant for another player. When this happens, the person who was passing the ball is now a tree.
- If game is going slowly, add challenges to the game by either limiting the time students have to pass the ball, having all students take steps back from each other, or keeping one hand behind their backs at all times.
Group size: 10-30

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Have the students stand in a circle with one student in the middle.

How to play:
- The leader will choose one student to stand in the middle.
- The object of the game is for the student in the middle to make another student smile while those around him or her also try to keep from smiling or speaking.
- The student in the middle will choose a student, stand directly in front of him or her, and say, “Smile if you love me!”
- The student in the middle may also make funny faces, but may not touch the other student.
- If that student does not smile, he or she stays in the circle.
- If that student does smile, he or she goes into the middle of the circle, and helps the person in the middle try to make someone else smile.
- The game continues until everyone is in the middle.
- The leader starts a new round by asking students to get into a circle again, and by picking a new student to be in the middle of the circle.

Level-UP!
- Sometimes, it is hard to have the students who smile come into the middle circle. It can get noisy, or confusing. Instead of having students who smile join the circle, have them step out.
- Give the student in the middle only 10 seconds to make somebody smile. If the student in the middle cannot make somebody smile in 10 seconds, then he or she goes on to try to make a different student smile. If the student smiles, just give him or her a high-five and keep playing.
Group size: 10-30

What you need to play: one cone for every two students. If you do not have a cone, find something that you can put on the ground in between each pair of students.

Setup: find an open area to play the game. Set boundaries for the game.

Before you start:
- Choose a game leader.
- The leader will think of a start word (such as, “rock star”) and a stop word (such as, “freeze”) and will tell the group what the start word and stop word are.
- The leader should ask the group to repeat the start word and the stop word. This is important so that everybody knows what to do, and so everybody knows how to play safely.
- The leader must also tell students what to do when he or she says, “Spark!”
- Divide students into pairs.
- Have the students in each pair stand facing each other anywhere inside the game boundaries.
- Place a cone on the ground in between each pair of students.
- Remind students that this is a silent game.

How to play:
- After the leader says the start word, each pair of students invents a patterned clap without talking and using only their hands.
- Give each pair about a minute to invent a rhythm and memorize their claps.
- After one minute, the leader says, “Spark.” The students stop clapping and try to touch the cone that is between them with one hand before their partners touch them.
  - If both students touch the cone at the same time, they can ro-sham-bo to decide who wins.
- The student who touches the cone first picks the cone up.
- The students who are holding cones walk around the space to find new partners who are not holding cones.
  - The students who are not holding cones stay where they are.
- When all of the new pairs have put a cone in between them the leader says the start word, and the new pairs invent a new, patterned clap.
- The game continues for a few rounds, or until time runs out.

Level-UP!
- Use music to help students think of clapping patterns. When the music starts, the students start clapping. When the leader stops the music, students stop clapping and reach for their cones.
**SPLAT!**

**Group size:** 10-30

**What you need to play:** nothing.

**Setup:** stand in a circle with one player in the middle.

**Before you start:**
- Choose a game leader.
- The leader will explain the rules to the group, and will ask one or two students to explain to him or her what happens if a player is the last to SPLAT.

**How to play:**
- The player standing in the middle of the circle is the splatter.
- The splatter randomly points at someone in the circle and shouts, “SPLAT!”
- The player that is pointed to goes down on one knee. Then, the two players both sides of the player who went down SPLAT! each other by pointing at the each other and yelling, “SPLAT!”
  - The last one to say, “SPLAT!” leaves the circle, and the player who went down on one knee stands back up.
- The game continues until there are two players left. The final two players ro-sham-bo to see who will be the new splatter in the middle of the circle.

**Level-UP!**
- Instead of leaving the circle when a player is the last to SPLAT! have that player switch with the player in the middle
- Also, you could make a rule that, instead of leaving the circle, students could do something—like five jumping jacks—to get back in the game.
**Sun Monarch**

**Group size:** 5-20

**What you need to play:** nothing.

**Setup:** none.

**Before you start:**

- Choose a game leader.
- The group stands in a line at one end of the room.

**How to Play:**

- The leader will choose one person to stand in the middle. That person stands in the middle of the room and says, “I am the Sun.”
- The first person in line steps forward, faces the group, and says something that relates to the Sun, such as, “I am the light” or, “I am the heat.”
  - The student at the front of the line could also say something that is the opposite of what the person in the middle said, such as, “I am the dark” or, “I am the cold.”
  - Finally, the student at the front of the line could say something that has other meanings of the middle person’s word or the sound of the word.
    - For example, the word “Sun” may be interpreted as “son,” so that the student at the front of the line could say something like, “father” or, “sister.”
- The two people trade places and the new person repeats what she just said.
- The next person steps up and gives a new word that relates to the new word.

**Level-UP!**

- Groups could set a rule that any words said have to relate to a subject in school. This would be very challenging, but would be a good way to review what you have learned.
Group size: 6-30

What you need to play: nothing.

Setup: find a space where everyone can stand in a circle with about one arm’s length between each student. It is important that everyone be able to raise their arms without hitting another student.

Before you start:
- Choose a game leader.
- Stand in a circle.
- Group students into pairs.

How to play:
- Each group will have one to two minutes to find out how many things they have in common that:
  - They didn’t already know about each other.
  - Can’t be seen (such as hair color, clothing, etc.)
- When the leader says the time is up, everyone will stand in a circle, next to their partner.
- One-by-one each pair will share one thing they have in common.
- After each pair shares the things they had in common with each other, anyone in the circle who also likes that thing can lunge forward on one knee, put his or her hands in the air, and say, “SUPERSTAR!” in a loud voice.
- The next pair then shares, and anyone who likes that thing as well also lunges into the circle on one knee, and says, “SUPERSTAR!”
- The game is over when every pair has shared at least one thing they had in common with each other.

Level-UP!
- Have students switch partners and do a round where pairs have to find out what they have in common about a specific topic, such as sports, school, recess, etc.
Group size: 10-20

What you need to play: nothing.

Setup: none.

Before you start:
  - Choose a game leader.
  - Practice passing whispered messages.
  - Review rules and ask if anybody has questions about how to play the game.
  - Divide the class into teams.
  - Choose one person from each team to meet together to create a message that they will send to each other.

How to play:
  - Once the leader asks the groups to start, the first person on each team will whisper the message to the next person on his or her team.
  - That person will pass it on to next person until it reaches the last person in the group.
    - The message cannot be repeated. This is a relay game, pass on what you think the person before you said to you.
  - The last person to get the message runs to the chalkboard and writes down what he or she heard.
  - The team that is closest to the correct message gets a point.
  - Choose new players to create the message and play again.

Variation(s):
  - Instead of a message, each group could send a rumor, or gossip, to each other. At the end of the game, after the rumors have been written on the board, the rumors will probably have changed a lot from how they started. **This could be a great way to introduce the idea of how spreading rumors or gossip about other students could affect your school communities.**
  - Instead of a message, groups can pass on something like a short list of celebrities, a shopping list, a warning to the person at the end of the line, etc. Be creative, but appropriate.
THE BONE

Group size: 10-20

What you need to play: a blindfold, or a piece of fabric like the flag that is in your Indoor Recess Survival Kit box.

Setup: place one chair in an open area where one student can sit, and where the rest of the players can sit on the floor around him or her.

Before you start:
- Choose a game leader.
- Sit in a circle, or semicircle, around the chair.
- The leader picks one student to be the dog.
- The dog sits on the chair, and the leader blindfolds him or her so that it is not possible to see anybody sitting on the floor.
- The leader puts the “bone,” such as a pencil or a crayon, under the dog’s chair.
  The dog guards his or her bone.
- The rest of the students are silent.

How to play:
- The leader chooses one student by silently pointing to him or her. That student tries to steal the bone without getting caught. The other students on the floor cannot make any noise, or help the dog!
- The dog has to bark and point to where he or she thinks the thief is.
- The dog can only bark three times.
  - If the thief makes it back to his or her spot on the floor before the dog catches him or her, the thief gets to be the dog for the next round.
  - If the dog catches the thief, the game continues with the same dog and the leader chooses a different thief.
**This is My Nose**

**Group size:** 10-30

**What you need to play:** nothing.

**Setup:** none.

**Before you start:**
- Choose a game leader.
- The group stands in a circle, shoulder-to-shoulder.
- In this game, it is really important that the leader make sure everyone in the circle understands that they will not be touching other people.

**How to play:**
- The leader starts in the middle of the circle, walks up to a player, points to his or her own elbow and says, “This is my nose.”
- The player must point to his or her own nose and say, “This is my elbow.”
- The leader goes up to another player, points to another body part, and misnames it.
  - For example, the leader could point to his or her knee and say, “This is my eye.”
- In order to get out of the middle, whoever is in the center of the circle must make a player in the circle mess up by saying or pointing to the wrong body part.
- When this happens, the two trade places, and the new person in the middle starts the next round.
Group size: 3-25

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- Have the whole group stand or sit in a circle.

How to Play:
- The leader chooses one person to be the Answerer. The Answerer does not need to go into the middle of the circle.
- Everyone in the circle takes turn asking questions. The Answerer must answer every question with the word, “tomato.”
  - The key to this game is to answer every question with, “tomato,” but to remember to answer each question the same way you regularly would. Use your tone of voice, facial expressions, and body language to answer the question while saying, “Tomato.”
- If the Answerer laughs or says something other than, “tomato” the person who asked that question becomes the new Answerer.

Level-UP!
- Change the word.
- Set a time limit on how long an Answerer will play before choosing a new Answerer.
Group size: 10-30

What you need to play: one playground ball.

Setup: find a space where everyone can stand in a circle.

Before you start:
- Choose a game leader.
- Make sure the students understand the object of the game is to not have the ball.
- Remind the students in the circle that only Tornado spins, and that they must quickly, but safely pass the ball to the student next to them.

How to play:
- Students stand in a big circle.
- The leader chooses one student to stand in the middle as the Tornado.
- The class passes the ball around the circle while the Tornado spins around 10 times.
- When the Tornado stops, whoever has the ball becomes the next Tornado.

Level-UP!
- Let students change the direction they pass the ball.
- Use more than one ball at the same time.
- Increase or decrease the number of spins the Tornado does before stopping.
**TURTLE**

**Group size:** 2—1,000,000

**What you need to play:** nothing

**Setup:** find an open place to play with clear boundaries.

**Before you start:**
- Choose a game leader.
- Remind students that, in this game, they will not touch each other and will need to play with some space between themselves and other players.
- Talk about turtles. Are they fast, or slow? Are they brave, or scared?
- Have each student crouch very small, like a turtle in its shell.

**How to play:**
- The leader starts when all the turtles are in their shells. He or she claps softly, names a body part (head, foot, arm, hand, pinkie finger, etc.) and each turtle slowly sneaks out that body part from his or her shell. The turtles slowly explore the space around them, stretching further and further out.
- At the sound of a loud clap, each turtle quickly snaps back into their shells.
- The game is repeated with another body part.
- Finally, let the turtles come all the way out of their shells so they are exploring all of the space with the most “open” body posture possible.
- Wait awhile. Let those turtles think there isn’t any danger in the world.
- Then clap loudly!
- Finally clap softly and tell them to crawl back to their desks, or spots on the floor.

**Level-UP!**
- Use different sounds to tell turtles to move a different body part. For example when the leader claps, turtles move their arms; when the leader stomps, the turtles move their heads; and when the leader snaps his or her fingers, the turtles move their legs.
UP, DOWN, STOP, GO!

Group size: 10-30

What you need to play: nothing.

Setup: find a place to play with enough open space for everybody to be able to jump up and down.

Before you start:
- Choose a game leader.
- Have students stand up, by their seats, or spreading out evenly where you will play the game.
- Show the group what they will do when the leader says, “up,” “down,” “stop,” or “go.”
  - When the leader says, “Up,” students squat down.
  - When the leader says, “Down,” students jump, or stretch upwards as high as they can.
  - When the leader says, “Stop,” students move around. Agree on what everyone will do on “stop,” such as walking, jogging, running, skipping, or hopping.
    - If students cannot move around a lot, they run in place.
  - When the leader says, “Go”, students should freeze.
- Agree on what will happen to students who make a mistake, like going in the wrong direction. They could do a few jumping jacks, come give the leader a high five, etc. before coming back into the game.
- Do a practice round with everybody first so that all students understand the commands and movements, and know what to do if they get the movements mixed up.

How to play:
- The leader calls out the commands “up,” “down,” “stop,” or “go,” one at a time.
- For the first few minutes, watch the group and stop when students do the wrong movement and ask anyone who made a mistake to do the agreed-upon task for doing the wrong thing (jumping jacks, etc.)
- After the first few minutes, the leader will call out the commands without stopping for those who make mistakes. Those students can just quickly do the task without being told, and get back in the game.

Variation(s):
- Start slowly, and go faster and faster until everybody has made a mistake.
- Go in the real direction the leader tells you (up means up, down means down, etc.).
- Start out just doing up and down. Then do stop and go. Then, mix up all four commands.
What Changed?

Group size: 10-30

What you need to play: nothing.

Setup: none.

Before you start:
- Choose a game leader.
- The leader will pick four people to be up front.

How to play:
- The four students stand in front of the group and freeze, and the rest of the group memorizes how they were frozen.
- Then, the group turns around and the four up front choose one thing that they will all change about how they were just frozen. They could all be frowning, or have their eyes closed, etc. Be creative, but appropriate.
- When they are ready, the leader tells the group to turn around.
  - If anybody in the group notices something different about any of the four, he or she raises his or her hand to guess what changed.
- If he or she is right, they trade places with one person up front.
- After the group has guessed, all four people up front come back to the group, and the leader chooses four new people to be in the front.
WHEN NATURE CALLS

Group size: 5-20

What you need to play: a yard stick or long object that players could grab.

Setup: none.

Before you start:
• Choose a game leader
• Stand in a circle, close together, but with some space in between everybody.

How to play:
• The leader will choose one person to be in the middle of the circle.
• The person in the middle will close his or her eyes and spin slowly with the yardstick as the circle moves in one direction.
• The person in the middle will gently tap the yardstick on the ground three times. On the third tap, the students in the circle will stop moving.
• The person in the middle will point the yardstick at somebody, without knowing who he or she is pointing to.
• The player in the circle that is being pointed to gently grab the yardstick, and the person in the middle tells that player to make an animal sound.
  o If a student doesn’t know what sound to make, the leader could call on someone else in the circle to help him or her, or the person in the middle could ask the player to make a different animal sound.
• The leader chooses a new player from the circle to be in the middle.

Level-UP!
• After a player in the circle makes an animal sound, let the person in the middle guess one time who made the sound.
• Instead of animal sounds, use subjects you are studying in school, such as math or state capitals. After the player in the middle taps the yardstick three times, whomever he or she points to has to answer a question about that subject.
Who Stole the Cookies?

Group size: 5-20

What you need to play: one ball.

Setup: sit in a circle.

Before you start:
- Choose a game leader.
- Practice rolling the ball to players and sitting down after they rolled.
- Practice singing one round of the song.

How to play:

- The song “Who Stole the Cookies” goes like this:
  - Class: Who stole the cookies from the cookie jar? [The name of the leader] stole the cookies from the cookie jar!
  - Leader: Who me?
  - Class: Yes you!
  - Leader: Couldn’t be!
  - Class: Then who?

- At the end of the song, the leader rolls the ball to a student in the circle while saying his or her name, and sits down.
- After the leader has said that student’s name, the group will sing the song again, but with the new name.
- At the end of the song, that person rolls the ball to a student in the circle while saying his or her name, and the game continues.
- Continue to roll the ball to everyone in the group, and repeat the song for each person.

Level-UP!
- If it is hard to remember who has already had a turn rolling the ball, have students stand up or turn around, away from the circle, so it is easy to see who hasn’t had a turn yet.
WINK-IT-UP
(A.K.A. WINK-UMS)

Group size: 10-30

What you need to play: enough chairs for half of the group, plus one.

Setup: make a circle with the chairs.

Before you start:
  • Choose a game leader.
  • The leader will remind students what “safe tagging” is: students tag with “butterfly fingers,”
    tagging with a light touch, like butterfly wings on someone’s shoulder.
    o Remind students what unsafe tags are: making hard contact that might cause the
      person who gets tagged to fall or get hurt.
  • Show players how to stand behind the chair with your head down and hands behind your back.
  • Demonstrate how to sit in the chair, if necessary.

How to play:
  • The leader will divide the group in half. He or she will have one group sit in the chairs and the
    other group stand behind the chairs.
  • There should be one chair with no one sitting in it, but that has a student standing behind it.
    o That student is the “winker.”
  • The students standing behind the chairs put their heads down and their hands behind their
    backs.
    o They cannot see what the person in front of them will do, so they can only listen for
      movement. If the person in front of them moves, he or she tries to tag that person.
  • The students who are sitting should look at the winker, and then sit with their backs touching
    the chair.
  • If the winker winks at a student in a chair, that person needs to try and sneak away from his or
    her chair and make it to the empty chair before the student behind him or her tags them on the
    shoulder.
  • If the student who was trying to get to the empty chair is tagged, the two students change
    places, and the winker tries again.
    o If that person is not tagged, the student standing behind the new empty chair becomes
      the winker.
  • The game continues until there is no more time to play Wink-it-Up.
**Wipeout**

Group size: 10-30

What you need to play: something to play the famous surfing song, “Wipe Out” by The Ventures.

Setup: find a place where students can dance freely and safely without running into each other.

**Before you start:**
- Choose a game leader.
- Make sure you have the song ready to play, and that you are in a place where you can easily start and stop the song at any time.
- Have students spread out with plenty of personal space.
- Start the music.

How to play:
- When the leader starts the music, students either dance or act like they are playing an instrument along with the song.
- Any time the leader stops the music, students have to freeze in a surfing pose like they are on a surfboard.

Level-UP:
- It’s okay if you don’t have the song, “Wipeout!” Use another song!
- Have players match their motions to the music:
  - When the drums are playing have the students do a specific movement (pretend to drum to the beat, jog in place, dance, etc.)
  - When the music changes, have the students pretend to be surfing. Have them stretch and lean in different surfing positions.
WONDERBALL

Group size: 10-30

What you need to play: one playground ball.

Setup: decide on a space that is big enough for the entire class to form a circle.

Before you start:
- Choose a game leader.
- Have the group sit or stand in a circle.
- Practice doing five jumping jacks, if necessary.
- Practice passing the ball around the circle, if necessary.
- Practice singing one round of the song.

How to play:
- The leader starts by passing the ball around the circle while everyone sings the wonderball song:
  - The song, “Wonderball” goes like this:
    o The wonderball goes around and around,
    to pass it quickly you are bound.
    If you’re the one to hold it last,
    you will owe five jumping jacks.
    You are it!
- The player who is holding the ball when the song ends gets up and does five jumping jacks.
- The leader will pick a new player to start the next round.
  - The leader might want to move around the circle with the ball to make sure it gets around. Sometimes, players will try to hold the ball while everyone is still singing so they will be last.
Group size: 5-1,000,000

What you need to play: nothing

Setup: stand in a circle with a little space in between everyone.

Before you start:
- Choose a game leader.
- The leader will help the group review and practice all the moves to make sure everyone knows how to play.
- If you are indoors, it is important to remember to not be loud enough so the class next to you can hear the game.
- Sometimes, students are shy with this game at first. Explain that Yee-Haw! is more fun if everyone is silly and loud.
  - If some students still aren’t comfortable being very loud and silly, let them play in a way they are comfortable with. However, they still have to follow the rules.

How to play:
- Explain that this game is all about spreading energy, or the Yee-Haw!, around to people. There are a few ways to pass along the Yee-Haw!:
  - You can pass the Yee-Haw! to the person on your left by using your RIGHT arm and swinging it in front of you, over your belly, while loudly saying “Yee-Haw!”
  - You can pass the Yee-Haw! to the left by doing the same as you would going right, but by using your LEFT arm.
  - You can block the Yee-Haw! when it is sent to you by raising both hands over your head and loudly saying, “Whoa barn!” This means that the person who sent the Yee-Haw! to you has to immediately send it back in the other direction.
  - You can pass the Yee-Haw! across the circle by taking a step forward while pointing to the person you want to pass the Yee-Haw! to and while loudly saying, “Down little doggie!” This means that the person who sent the Yee-Haw! to you has to immediately send it back in the other direction.
  - If someone sends the Yee-Haw! to you with a down little doggie, you can send the Yee-Haw! to another person with a down little doggie. You cannot whoa barn a down little doggie. That would be insane.

Level-UP!
- Make the game faster by eliminating anyone who says the wrong thing when it is their turn, makes the wrong motion, or waits too long before sending the Yee-Haw! to another player. Make sure they step far out of the circle so that nobody is confused about who is still playing.
- Add more moves, like:
  - Round ‘em up! The person who says this waves an arm in the air and everyone has to go to the middle of the circle and then find a new spot. The person who said, “Round ‘em up!” goes again when they are back in the circle.
  - Hoe Down! A player can be skipped by placing both hands on their hips and dancing like a cowboy. This move skips the person next in the circle. This move is special because it can only be used after a Yee-Haw! move. A hoe down cannot be used after a down little doggie.
  - Do-se-do! If a person says, “Do-se-do,” everyone needs to find a partner, hook arms, and skip around in a circle a few times. The person who said, “Do-se-do” goes again when everybody is back in the circle.
  - Make up your own!
**Zip. Zap. Pop.**

**Group size:** 10-20

**What you need to play:** nothing.

**Setup:** find an open space that is large enough for the group to stand in a circle. It is also nice to have a little space outside of the circle because some people will be walking around outside the circle during the game.

**Before you start:**
- Choose a game leader.
- Everyone stands in a circle.
- The leader explains that in Zip Zap, Pop, there are three actions. These actions must always come in the **same order**, Zip, Zap, then Pop.
  - The order doesn’t have to be 1-2-3-1-2-3-1-2-3. It could be 1-1-1-2-3-1-2-3-1, and so on. For example: Zip-Zip-Zip-Zap-Zap-Pop-Zip is in order. So is Zip-Zap-Zap-Zap-Zap-Zap-Zap-Pop-Zip.
- The leader explains the three actions:
  - First, pass a Zip around the circle by placing a hand on top of your head with your fingers pointing at one person on either your left or the right.
  - Second, pass a Zap around by putting your hand under your chin the opposite direction from which Zip was just passed around.
  - Third, pass a “Pop” to someone in the circle. That person has to pass a Zip (not a Zap!) to someone else around circle.
    - Make sure that you make eye contact with the person you are sending a Pop.

**How to Play:**
- The leader starts by sending a Zip around the circle by passing it to the person either to their left or to their right.
- It is up to the person who receives the Zip which direction to pass. They can continue the Zip in the same direction. The Zip stops going around the circle whenever a player uses a Zap when it is their turn.
  - When a player sends a Zap, the person next to them must send a Pop to someone across the circle.
- Remember, Zip and Zap can be sent in either direction, but a Zap has to be in the opposite direction of the way the Zip was going.

**Level-UP!**
- After everyone in the group has gotten the game down, add the challenge of elimination: any player who waits too long when it is their turn to Zip, Zap, or Pop steps out of the circle.
  - Be sure that the players who step out of the circle stand far enough away so that the players who are still in the circle aren’t confused.
- Add the challenge of distraction: when a player has to step out of the circle because they waited too long when it was their turn to Zip, Zap, or Pop, they step out of the circle and can go around the outside of the circle, heckling the group, saying, “zip,” “zap,” and, “pop” in other players’ ears, trying to distract them.
Q: What do we do when we don’t know?

A: We ro-sham-bo!