



GREAT OUTDOOR GAMES

Red Light, Green Light

Select one student to be the 'traffic light' they stand at one end of the playground, and the other players are at the other end. When the traffic light faces the group, he or she says, "Red light!" and everyone must freeze. The traffic light then turns his or her back and says, "Green light!" while the group tries to get as close to the traffic light as possible. The traffic light turns around quickly, again saying, "Red light!", and if anyone is spotted moving, they go back to their starting place. The first student to tag the traffic light wins and gets to be the next traffic light.

Spud

Every player gets a number and crowds around the student who is "it" for that round. "It" then tosses the ball straight up and the other players run away. As the ball reaches the top of its toss, "it" calls out the number of one of the other players and then runs away also. The player whose number was called must run back and catch the ball (or chase after it if it is bouncing around). Once that student has the ball, they yell, "Spud!" Then everyone else must freeze. The student with the ball must try to hit one of the players with the ball. If they do, that new student gets a letter (first S, then P, then U, then D) and is now "it." If they miss, the student who threw the ball is "it" for the next round.

Pulse

Form two teams of equal size. This may be done by pairing students and having them face opposite each other. Instruct each team member to hold hands to form two human chains. Place the chair at the end of both lines and place the small object on top of it and have the teacher standing at the other end of both lines. The teacher squeezes the hands of the students at the end of the chain, they need to pass the squeeze on by using their other hand. This passes along the chain when it gets to the last student they need to open their eyes and run to the chair to grab the object. First one gets a point for their team.

Fruit Salad

Get everyone to sit in a circle, allocate one student who will be in the middle to begin with. Go around the circle and allocate them all with a type of fruit for example apple, pear, kiwi and banana. The student in the middle calls out one of the fruits, anyone in that group needs to swap places whilst the student in the middle tries to sit down. Anyone left without a space is now in the middle.

Pass on the Action

Beforehand prepare some funny actions to be acted out. Organise students into groups standing in lines, the first in line should face towards you and everyone else facing away. Show the action to the first student in the line, they should then act out the situation to the second student. This proceeds on down the line, until the final student must guess what is being acted out. Winners can be judged as the people who get closest to the original answer.

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Sort Out

Challenge your students to organise themselves into a row for the following attributes.

- Alphabetical (first or last name)
- Height
- Date of birth

This could be made more difficult by asking the students to remain silent or blindfolded.

Freeze Tag

This is a variation of Tag where if the student who is "it" tags you, you must freeze where you are. Another student can tag to unfreeze you.

Red Rover

Divide everyone into two teams, each forming a long line, holding hands, facing the other team. The two teams should be around 20 feet apart. The teams take turn calling out, "Red Rover, Red Rover, let me come over!" That student leaves their team's line, runs as fast as they can toward the other line and tries to break through the held hands. If they break through, they get to take someone back to their team. If they don't, they join the new team. When a team only has one student left, that student tries to break through the other team. If they do not, then their team loses. If they do, they gain a player and play continues.

Human Knot

Everyone stands in a close circle - puts both hands out - and randomly grabs hold of someone else's hand, creating a massive knot! Without letting go of hands, the group should try to untangle itself...

Duck, Duck, Goose!

Get students to sit in a circle choose one student to be "it" for the first round. Student walks around the circle tapping students on the head saying "duck", they choose one student and say "goose". Once someone is the goose they get up and try to chase "it" around the circle. The goal is to tap that student before they are able sit down in the goose's spot. If the goose is not able to do this, they become "it" for the next round and play continues.

Action and Name Game

Stand in a circle. One student says their name and does an action. The next student along does their name and a new action, and then the previous student's name and action (on the vein of the memory game "I went to the shop and I bought...". Once you've been around the whole circle, get the whole group to do all the names together.

Backward clumps

Divide the group into pairs or 3s. Ask each pair to sit on the floor with their partner, backs together, feet out in front and arms linked. Their task is to stand up together. Once everyone has done this, two pairs join and the group of four try to repeat the task. After they succeed, add another two and try again. Keep adding people until your whole group is trying to stand together.

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