

200 Pages all up!

Jumbo Book of Games

Over 150 games to energise the mind and body

Playground Games

quick and easy games
tag games
races and relays
ball games

Holiday Games

games for all kinds of holidays

Rainy-Day Games

sponge activities
just for fun games
curriculum-related games

International Games

more than 20 games from around the world

Patti Sima, Fran Thompson and Neal Jacob

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Introduction

The games children play offer an excellent opportunity for growth and learning. This book includes games for both indoor and outdoor enjoyment. You will find games in subject areas such as maths, science, and English, as well as multicultural games to be enjoyed by all children. There is also an assortment of games for a variety of holidays throughout the year. The game pages can be easily photocopied onto thick paper or cardboard and laminated. These can then be stored in an open file box for easy access. Whenever you are in need of a game, you or your students can refer to the file for ideas. These game cards can be used year after year.

The following features of this book will aid in implementing the games:

- lists of required materials and equipment
- games for quiet times
- a multicultural focus
- games for many ages and skill levels
- a bibliography
- an index

This book is divided into four main sections:

Playground Games
Rainy-Day Games
Holiday Games
International Games

The games in this book combine mental and physical skills. Games may be used to teach good sportsmanship, fairness, taking turns, and a number of other personal and social values. As a leader of these games, you have the opportunity to provide guidance and supervision to see that all of the children are included and get the most out of their experiences.

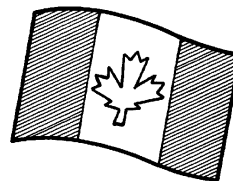
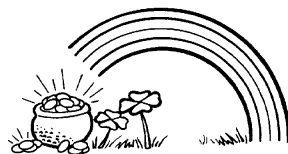
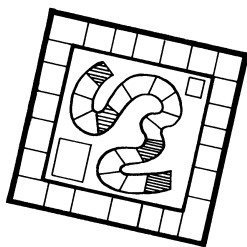
You can help the children learn the following skills:

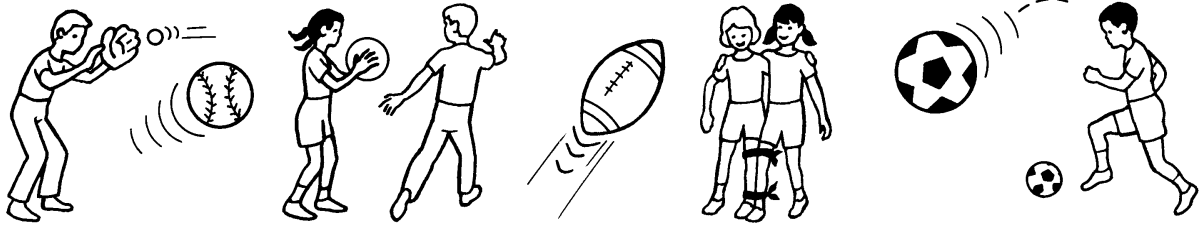
- the importance of cooperation
- to improve decision making skills in situations that require quick thinking
- to take turns and be patient
- to accept and follow rules
- to accept winning and losing gracefully
- to enjoy physical fitness

Introduction (cont.)

Tips for Leading Games

1. Use whatever materials are at hand (improvise).
2. Change or modify the rules to fit the situation.
3. Vary the activities.
4. Avoid situations where the children pick the teams.
5. Arrange the teams so that they are equal in skill level.
6. Instead of eliminating players from a game, give the opposing team a point.
7. Choose games that allow the children to be active most of the time.
8. Explain the rules of new outdoor games to the entire group in a confined area before going outside.
9. Have all of the equipment ready and the play area determined before beginning.
10. Do not tolerate teasing or unsportsmanlike behaviour.





Leapfrog

Equipment:

- none

Where to Play:

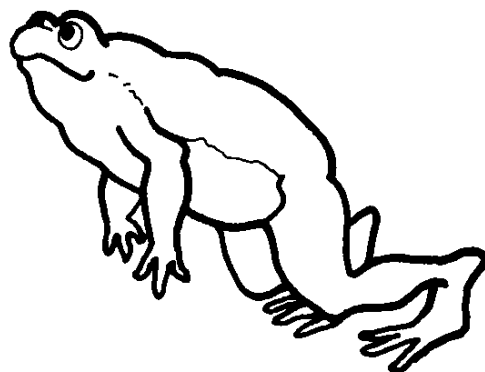
outdoors

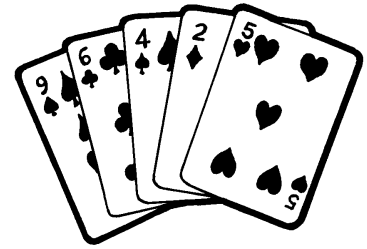
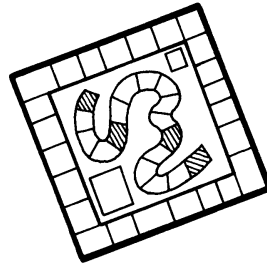
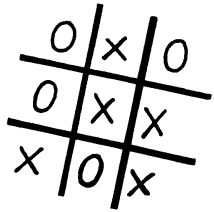
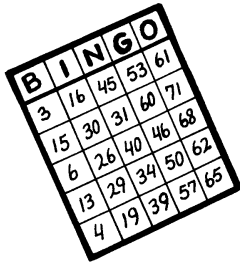
Number of Players:

six or more

Directions:

Designate a start and a finish line. Divide the players into two teams. One player from each team should squat down at the start line while the rest of the players line up, single file, approximately 2 metres behind him or her. The first player in line for each team runs up to the player squatted down and vaults over him or her. The next player in line vaults over both players, one at a time. This continues until all of the players have leapfrogged over the others; then, the first player to have been jumped over gets up and jumps over the rest. The team that reaches the finish line first wins.





Memory Game

Equipment:

- an assortment of 25 small objects
- a tray
- a towel
- paper
- pencils

Where to Play:

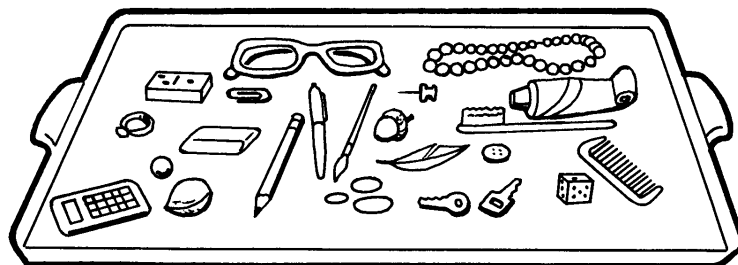
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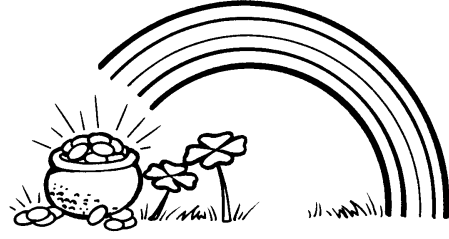
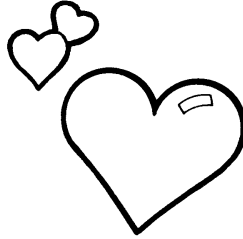
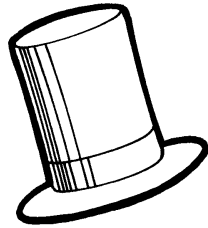
Number of Players:

two or more

Directions:

Before the game begins, randomly arrange the objects on the tray. Gently cover the tray with the towel. Place the tray where all of the players can see it well. Remove the towel from the tray for about a minute while the players try to memorise what objects are on the tray. Cover the tray again. Ask the players to try to write down as many objects as they can remember. Give them a specified amount of time to make their lists. The player with the most complete list is the winner.





Two Truths and a Lie

Equipment:

- none

Where to Play:

anywhere

Number of Players:

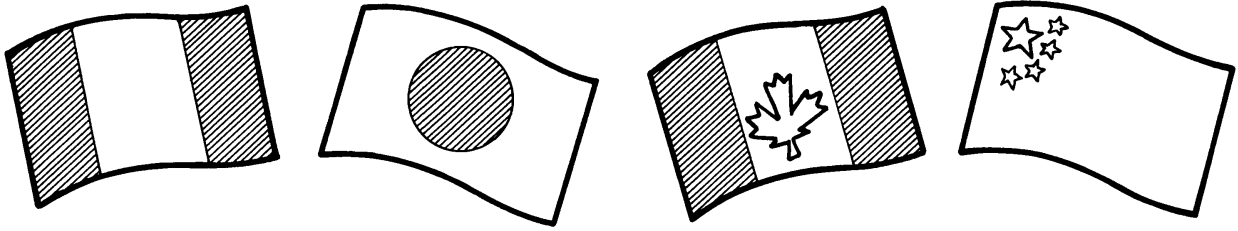
two or more

Directions:

In this game, each player thinks of two interesting things about him- or herself that are true and one thing that is not true. He or she tells the three things to the group, and the group asks questions to determine which ones are the facts and which one is the lie. The players each guess which one is the lie, and then the truth is revealed. For example, a player may say “I once broke my arm, I have a twin sister, and I’ve ridden an elephant.” The other players will ask questions like “How did you break your arm?” and “What’s your sister’s name?” It is the goal of the first player to fool the group.

I once broke my arm, I have a twin sister, and I've ridden an elephant.

How did you break your arm?
What's your sister's name?



Conkers – England, Scotland

Equipment:

- handmade conkers (see next page)
- strong cording

Where to Play:

indoors or outdoors

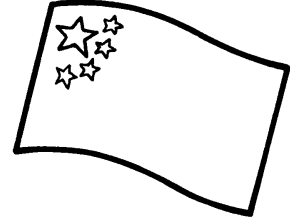
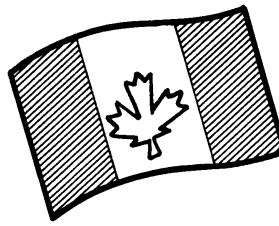
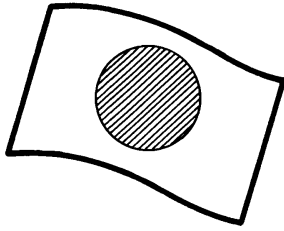
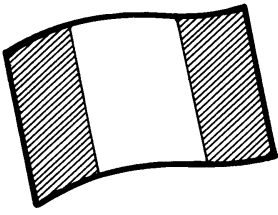
Number of Players:

any number (two players per round)

Directions:

Each player winds a conker cord twice around his or her hand to prepare for battle. Whoever calls “first” gets to strike first. The other player must let his or her conker dangle freely with approximately 20 centimetres of string exposed. The dangling conker must be still before the game begins. The striker holds his or her conker with the free hand, takes aim, and throws it at the conker of the opponent. The striker gets three attempts to strike the opponent’s conker once. If the stricken conker is cracked or broken, the striker wins. If it is not, then the roles reverse and the game continues until a victor is declared.

If the strings become entangled, the first player to shout “strings” will receive another turn. When a conker is dropped, it may be jumped upon by the opponent if “stamps” is called before the conker’s owner says “no stamps!”



Conkers— England, Scotland *(cont.)*

A conker which is stamped upon is considered defeated by the stamper. With each victory a conker is labelled with a new rank and name— ‘oner’ for defeating one opponent, ‘twoer’ for defeating two, and so on. Conkers also acquire the rankings of the conkers they defeat, for example, if a ‘sevener’ beats a ‘twoer,’ it becomes a ‘niner.’

How to Make a Conker:

Before beginning the game, prepare a conker for every player. Choose hard round nuts such as walnuts, chestnuts, hazelnuts, or acorns, and drill a hole clear through the centre of each one. String each nut onto a piece of cord, and tie knots on the ends to prohibit the nut from sliding off the cord.

“Strings”

“no stamps”

“Stamps”

‘Sevener’ + ‘twoer’ = ‘niner’