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Participation  
Games

## Maximum Participation Games

### Duck, Duck, Goose Tag:

Students are partnered. Students face each other and take turns saying Duck, Duck, Duck... Students use their finger to lightly touch the shoulder of the partner when saying Duck. A Student can say "Goose" When a student says "Goose", the speaker becomes the fleer and the person touched is the chaser. The Chaser must perform two jumping jacks before chasing their partner, attempting to tag them.

Jiji Jonas

### 3v3 Steal the Bacon:

A group of 3 on the basketball sideline face 3 others on the opposite sideline, each group numbered 1 thorough 3. When a number is called. That person from each side runs toward the object in the middle. Trying to pick it up and run back to their sideline without being tagged. I never keep the score but if you want or need to; one point for a tag, two points for a successful steal and return. To add variety to the activity I put out jump ropes, basketball, juggling scarves or other skill related item to perform tasks.

( jump roping, dribbling, football throw, Push ups and regular steal the bacon,

### Rock, Paper, Scissors, Run

Everyone begins in the same corner and faces off with someone for a RPS dual. The winner runs to the next corner.... The loser stays and tries someone else as fast as possible. This continues in each corner, dueling quickly to make your way around the square as many times as possible in the designated time.

Stan Pelmear

**Cooperation kickball.** I usually have 7 to 8 games going on at the same time. Teams of 3. teams are in STRAIGHT LINES, with lines about 7 feet apart from each other. This is cooperation, so you WANT a nice pitch and you want to kick it so your team mate gets it. you get 10 points if you catch the ball in the air, 5 points for fielding the ball before it stops, and 0 if it stops rolling before you get to it. So the kicker really tries to kick it TO their team mates. After each kick, kicker rotates to fielder, fielder to pitcher, pitcher to kicker.

And the player positions are not spread out too far, maybe 6 feet from each other down the line. To keep it exciting, i constantly say things like: in the next two minutes fly balls caught are worth 100 points, etc. it is really nice if you can color coordinate in case a ball goes into another game...and because i have 1-3, i put poly spots down for the positions.

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x fielder

x fielder

x pitcher

x pitcher

x kicker  
team 1

x kicker  
team 2

team 3 and so on.

## Monarch

Source: The New Games Book

Grade Level 4-6

Playing area: field or blacktop area; size depends upon playing skill and strategy level

Materials: 1 Gator skin, Nerf, or Knobby ball, cones

Object of the game: Be one of the last anarchists/teamwork

To play: Cone off large area about  $1\frac{1}{2}$ - 2 basketball courts side by side. One student is the first monarch and holds the ball. There is no other visible sign of royalty. When the monarch is holding the ball, he/she is confined to the throne and cannot move except to throw the ball. The monarch attempts to convert all of the anarchists (remaining students) to the monarchy simply by hitting them with the ball. Monarchs are free to run as long as they are not holding the ball. The rest of the anarchists are free to roam about the kingdom and try to avoid being hit by the ball. When another student is hit, they raise their hands in the air and yell "monarch"! Now these two try and get into positions to get as many others as possible.

Safety: safe throws below the waist; you could always change it to tagging a player with the ball instead but may want to make the area smaller

## Ships and Sailors

No equipment needed except open space

Leader calls out various commands in random order to the group. Students move correctly or get eliminated. With Kindergarten and first grades, do not eliminate someone who gets out, just continue play.

Sailing right- jog/slide right

Sailing left- jog/slide to left

Sailing back- jog backwards

Sailing front- jog forward

Captain's Coming- one child kneels while a second child places one foot up onto the knee of the kneeling child and shades eyes.

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3 men rowing- sit down three in a row, make rowing motions

4 men eating- sit 4 in a group make and eating motions

5 men pointing North- 5 standing pointing to the northern star

Hit the Deck- drop to the ground on stomach

Beached Whale- while laying on stomach, lift heads, arms and feet off ground.

Ocean Wave- Lay on back on ground, wave legs and arms in air as you roll side to side.

For grades 2-6<sup>th</sup>, if the kids go the wrong way or do not get into a group on time or are left over, they step out until only a few kids are left. At that point if there is time, play again.

## Home Base

Divide the students into groups of 8-10 and have each group line up behind one of several cones you have placed in a large circle around the play area. Each player should note his or her order in their team line. On the teachers' signal, the entire class moves (jogs, skips, slides) around the play area until the teacher calls out "home base". The teams try not to be the last team to get all of their players back to a home base (any cone) in exact order. Each team starts the game with 3 points and the last team in each round has a point subtracted from their total.

## Lifeboats

Equipment: 1X10 board approximately 16 feet long

Grouping: 12-16

Playing area: anywhere

The board is a lifeboat with the entire group on it. Half of the group is on either side of the board, with everyone facing the center. All participants will now switch sides without falling out of the boat out the boat or touching the water. If one person touches the water, all start over.

Milk Carton Madness  
Joanne Culverhouse/Cal Poly  
Carol Hedges/Cal Poly

WHY? They do not roll away! Everyone gets one! They are cheap!  
Kids who are skilled love them, and kids with low skills don't have to chase them when they miss!

Equipment: 1 carton per student  
General Space Blacktop/Gym

Start with kicking it around to soften up the edges of new cartons. Use both feet, dribble soccer style, then wave good-bye to your carton and try and tap as many cartons as you can in 30 seconds. Find a new carton, how many times can you jump over it forward? Backward? Ski jump side to side? Can you place carton between feet and jump up and catch it with your hands? Can you balance it on your knee? Back? Can you make a bridge over it?

**Tossing:**

Underhand upward catch w 2 hands  
Toss, clap, and catch  
Toss overhand and try and catch it  
Toss under leg and catch  
Behind back/figure 8  
Toss kneels and catches  
How else can you toss & catch  
Flip & catch  
Spin the carton & catch

**With partner:**

Toss & trade at the same time & catch  
Throw high to partner to make them jump & catch

Throw to side of partner  
Toss & catch a carton while running  
Snap it like a football then go for a pass

### **Kicking**

Allow lots of space; no one is directly in front of you

Teach static kick  
Running up and kicking  
Drop kicking  
Kick to partner & make the catch

### **Head 'Em Up and Move 'Em Out**

Divide class into two teams. Make corrals with long ropes (no handles safest) about 8' in diameter behind each team. Milk cartons are scattered in area between teams that are separated by halfway mark.

Game begins when teacher calls "Head 'em up" and students respond, "Move 'em out"! Team 1 tries to corral as many cartons as they can, using only their feet, into team 2's corral, while team 2 is doing the same thing. When all the cows are corralled, cowboys rest while they take a head count to see who won.

If you want to add rustlers:

Designate 3 rustlers from each team. Designate about 10 cartons as special branded cows that are worth double points. Mark them with an X or say only orange juice etc. Only the rustlers can enter the corral and try and kick out the branded cows. They must soccer dribble them over the center line before returning for more. Opposite team may take away cow with defensive kicking skills. Game over when boss/teacher calls it a day!