

Games that don't require equipment

- **HORSES AND JOCKEYS**

Mark out an area for the players to run in.

Pick 4 players to be the 'jockeys'. The rest of the players are the horses.

When the leader shouts 'GO', the horses run around in the area and the jockeys try to catch them. If a jockey catches a horse, then the horse must go and stand in the corner of the area that the jockey is using as their stable (each jockey must use a different corner as their stable).

The winner is the jockey with the most horses in their stable at the end of the game.

Play the game for around 1 minute and then pick 4 new jockeys.

- **CAT AND MOUSE**

In pairs, children decide who is going to be the 'cat' and who will be the 'mouse'.

When the leader shouts GO, the mouse tries to run away from the cat.

When you shout STOP, both players stop.

If the cat can touch the mouse, they score 1 point.

If the cat can't touch the mouse, the mouse scores 1 point.



- **DUCK, DUCK, GOOSE**

All players sit in a circle.

1 player is 'on' and walks around the outside of the circle. This player touches each player on the head and shouts duck. On 1 players head they shout goose.

When goose has been called, both players race around the outside of the circle and the first one back, sits down in the spare space.

The player who doesn't get to sit down becomes the player that is 'on'.

- **CHAIN TAG**

Ask 2 players to be the taggers. The 2 taggers join hands.

The taggers have to chase the other players and tag them. If you get tagged, you must join hands with the taggers to make a chain. Once the chain has 6 people in it, split into 2 chains of 3 players.

The winner is the last person to get tagged.

- **FOX AND HOUNDS**

Split the group into 2 teams. 1 team are the foxes and another team are the hounds.

AIM OF GAME: To catch all of the players in the other team and take them to your den.

Set the game up so that each team has an area for a den. If a player gets caught, the catcher takes them to their teams den. They must stay there. The winning team is the team to catch all of the players in the other team first.



- **SNAKE**

One player is 'on'. They try to tag the other players. If a player gets tagged, they must join onto the back of the tagger to form a chain (snake). The winner is the last person to be tagged.

- **FREEZE FRAME**

One player is the photographer. They stand approx 5 metres away from the rest of the group with their back turned. When their back is turned, the other players move towards the photographer.

When the photographer turns around to face the group, all players must freeze. If the photographer notices anyone moving, they send them back to the start.

The winner is the first person to get level with the photographer without being seen.

- **SIMON SAYS**

One player is 'on'. They say, 'Simon Says (e.g. skip with a partner). All other players must do as Simon Says.

When giving commands, the player that is 'on' should sometimes forget to say, ' Simon Says'. If a player follows the command when 'Simon didn't say' then that player is 'out'. The last player to remain in the game is 'on' for the next game.

