

Lunchtime Supervisor Training – Playground Games

Hot Spot:

Place spots on the floor for every member of the group, with an extra spot left free, one adult has to walk around to find the free spot. The group has to cover all spots before the adult gets to it. Aim is to last as long as possible without the adult stepping on a free spot.

Hot Potato:

In a circle, the group passes around a ball/bean bag. If it gets dropped, a race is on: the person who drops it has to run around the circle, quicker than the group passing the ball round.

Ball Duck Duck Goose:

In a circle, player in middle has a ball, passes to someone on the outside of the circle (A) who choose someone to tag them by passing the ball to another member of the group (B) who passes the ball back to the middle before racing (A) around the circle back to their place.

Splat:

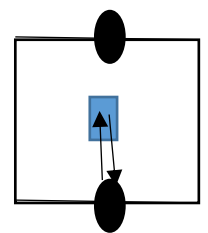
In a circle, the player in the middle is the “splatter”. The splatter randomly points to someone and shouts “SPLAT!” The player pointed to must duck down; then the two players on either side of the “ducker” must “splat” each other by pointing to the other and saying “SPLAT!” The loser must run round the circle before returning to the circle

Pass the Hoop:

In a circle holding hands with a hula hoop on 1 person’s arm. They have to try and get a hoop around the circle without letting go of their hands.

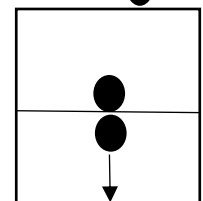
Gibbon:

Two players stand behind a line and have to try and get the object/cone/bottle from the middle and take it back past either line without being tagged by the opposite player. The line should ~2 metres away from the object in the middle



Rock Paper Scissors Tag:

In pairs, line up opposite each other and play rock paper scissors, the winner has to get back past their line before they get tagged by the loser.

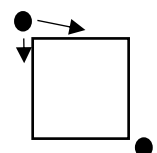


Push Balance:

In pairs, facing each other ~2 feet away with feet together. They have to try and make partner lose balance only by pushing others’ hands. If you touch anything but hands you lose.

Square dodge:

Form a ~2x2m square with cones or lines. 1 player must try and tag the other with neither allowed to step into the square.



River Crossing:

In 2s/3s, using equipment placed on the floor, they must “cross the river”/“floor is lava” without touching the floor. They can use floor spots, hoops, ropes, etc

Jumping Numbers:

Players take it in turns to create a sequence, jumping number to number. If the player is successful, they add a number to the sequence. (eg. Sequence is 1-8-19, player #1 is successful, they choose to add #11 to the sequence, next player must do 1-8-19-11 to be successful, etc)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Bean Bag Golf:

Set up “golf holes” using targets (hoops) around the playground, pupils to throw beanbags into hoops in as few throws as possible.

Wall Ball:

Group lines up in a single file line, first person throws the ball against the wall and runs to the back of the line, 2nd person has to catch it before the ball’s second bounce and then throws against the wall and joins the back of the line, etc. Mark a line that the group can’t throw below so that the game can flow.

Keep Ball:

2v2 or 3v3. 1 team aims to pass a ball as many times as possible without dropping it or the defenders intercepting it. If the ball hits the floor or is intercepted, the other team starts passing. (non-contact)

Rock Paper Scissors Evolution:

Everyone starts as an egg and if they win a game of rock paper scissors, they evolve into a chicken, if they keep winning they evolve into a crocodile, then as a dragon. If they lose a game they go back to the previous type of animal. Actions:

- Egg – crouch and jump around saying “egg”
- Chicken – Acts like a chicken, makes chicken noises.
- Crocodile – Acts like a crocodile, has hands in a snapping style
- Dragon – Shows off its big wings, runs around with a roar

Bib It:

Game of “It” but instead of tagging someone with your hands, you throw a bib at them, if tagged they replace the tagger. Add 1 bib for every 4/5 people.

Stuck in the Mud:

Bibbed taggers try to tag a person in the group, if tagged they become stuck in the mud (freeze on the spot), someone else in the group has to free them by high fiving or crawling through their legs.

Foxes and Rabbits:

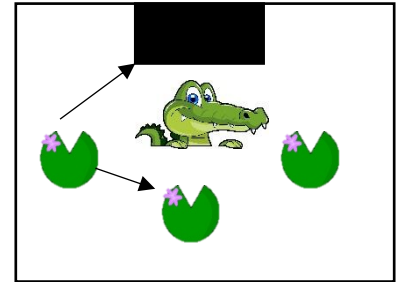
Rabbits have tails: a bib tucked into their trousers. The foxes start in the middle, the rabbits have to get to the other side of the pitch without losing their bib, and if they do they become a fox too.

Rugby Tag:

Everyone in the group starts out with 2 tags on their tag rugby belt. They aim to take the tags off of the other members of the group. Players can only have a maximum of 3 tags on at a time. Any extra steals are put back in the bag. If they lose all of their tags they get another from the bag.

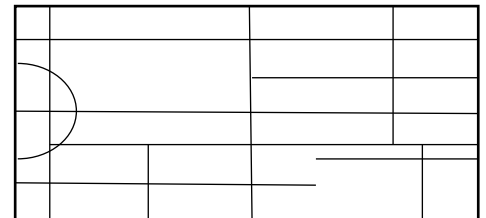
Crocodile Swamp using bibs:

Spots on the floor mark lily pads, players have to get to as many pads before getting caught by the bibbed crocodiles, if they get caught by the crocodile they go to the crocodile lair where they have to do a trick/skill, then they can join back in. Players are safe on the lily pads.



Pacman:

Both Pacman and the Ghosts have to stay on the lines of the court. The bibbed Ghosts aim to stay away from Pacman. Once a Ghost has been caught they become another Pacman.



Sleeping Dragons:

Dragon stands at their nest whilst guarding their eggs (Bean Bags), group have to try and move forward (ready to freeze) to get an egg from the dragons nest. If the dragon turns around and catches someone moving they are sent back to the start.

Rob the Nest:

Four teams in each corner of a square, items in the middle need to be taken from the nest back to their teams' nest. One person from each team can move at a time. Once all objects are taken from the middle, groups can steal from other nests.

Spikeball:

Similar to dodgeball: soft ball are in the middle of the pitch with tall cones on either sides half. The aim is to knock over the oppositions cones with the balls. Once a cone is knocked over pick it up so more points can be won.

Benchball (with/without a bench):

Two teams on either side of a court, both teams choose a goalie, who stands behind the opposition team in a marked out area. Players have to throw the ball to their goalie without it being intercepted by the other team. As teams score goals, the scoring player becomes a goalie and joins the goalie on the bench. Players can't move with the ball, so need to pass the ball between themselves until in a suitable place to shoot.