



Outdoor Games

Cat and Mice

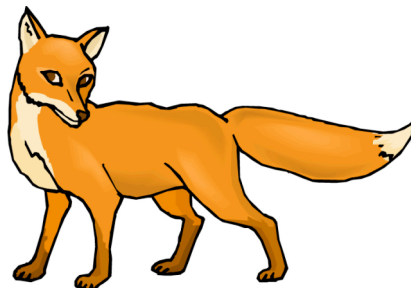
One of the students becomes a "cat," and hides behind some object. Each "mouse" marks his own "hole." At a signal, the mice come out of their holes and venture near the object behind which the cat is hiding. When he thinks the time is right, the cat springs out and chases the mice, trying to catch one of them before he is able to reach his hole. Any mouse who is caught becomes the cat for the next game.

Crossing the Brook

Two irregular lines are marked off on the ground, which will represent a brook. The children are lined up fifty feet back of one side and are given an opportunity to run and jump the "brook." Those who fall in are out of the game. Those who are successful will jump back by making a standing jump at the side of the brook. This game may be varied by making the brook wide and placing magazines - to represent stones - for the children to use in jumping across. See how many can go from "stone" to "stone" without tumbling in. Or, a board may be balanced on "rocks," and the game be to walk across without falling off. This may be made difficult or easy according to the age and ability of the children.

Fox and Hound

The players are divided into groups of three, two of which represent a tree by putting their hands on each other's shoulders. The third is the "fox" within the "tree." There are two other players, one of whom is the "hound" and the other an extra fox. The hound chases the fox who takes refuge in one of the hollow trees. But, since one tree can shelter only one fox at a time, the fox already in that tree must leave and seek shelter elsewhere, the hound endeavoring to catch him before he reaches another tree. If the hound is successful, they change places, and the fox becomes the hound, and gives chase to the player who caught him. At short intervals the game should be stopped and the players who have been trees should have the chance to be foxes, with one of their number as the hound.





Skiping to London

The children form a circle. One who is "it" skips around the circle, taps some one, and says, "Skip to London." These two join hands, and continue skipping around the circle. The newcomer taps some one, and says, "Skip to London," and a third joins the skippers, all holding hands. The game goes on until the leader suddenly calls "London!" and all must drop hands and run for a vacant place in the circle. The one who fails to reach a vacancy starts the new game. To make this game interesting, not too long an interval can elapse between choosing some one to join the skippers.



Don't Tease the Bear

A large circle is drawn to represent the "bear's cage." One of the players is chosen as the bear, and takes his place within the cage. The other players stand outside the cage, but venture in as they dare. The bear may tag any player if he has a foot inside the cage. Anyone caught by the bear becomes a bear, and must help catch others who venture inside the cage. The last one tagged wins the game.

Circle Tag

The players form a circle large enough so that they are several feet apart, and face in one direction. At a signal, they all start running, each player endeavoring to pass the one in front of him. If he succeeds, he may tag him, and the one tagged must drop out of the game. The game is more interesting if - on a prearranged signal - all stop and run around the circle in the opposite direction. This gives an opportunity for those who are losing ground to stay in the game.

Midnight

One child is chosen as a "fox" and the rest are "sheep." At one end of the playground the fox has a "den" some distance away is the "sheepfold." The fox leaves his den and wanders around the "meadow," and the sheep do the same. The sheep keep asking him what time it is. If the answer is "Two o'clock," "Four thirty," or any other hour but midnight, the sheep are safe. But when the fox replies to the question by saying "Midnight," it is a signal for all the sheep to endeavor to reach the sheepfold before being caught. Any sheep caught must take the place of the fox for the next game.



Shadow Tag

This game is best played in bright sunlight. The one who is "it" tries to step on the shadow of anyone of the other players. The players may try to save their shadows from being tagged in this manner by "it" by seeking the shade for a moment, by bending, twisting, or dodging. Whenever "it" succeeds in stepping on the shadow of another player, that player becomes "it" in turn and tries to tag some other player.

Fox Trail

Needed: Newly fallen snow - preferably snow that packs easily.

Six or more children may play. One is the "hound," the other are the "foxes." A circle twenty or thirty feet in diameter is tramped in the snow, then straight paths like spokes of a wheel are tramped from the circumference to the center. The number of paths should be one less than the number of foxes. At the points where the paths meet the circumference, small circular "dens" are tramped for the foxes. All the foxes have dens except one who is the "Old Fox." The center of the circle where the paths meet is the hunter's goal.

At the beginning of the game each fox is stationed in a den except the Old Fox, who must get a den as best he can. The foxes then run from den to den, the hound tries to tag a fox, and the Old Fox tries to secure a den. If the hound tags a fox, they change places. A fox may run on any of the paths or the circumference in any direction, but he may not turn back when once started on a path, and he must run to an intersection before changing his course. The foxes and the hound must keep to paths already tramped. Only one fox may occupy a den at a time, and no fox may be tagged alone in a den.

Ball Games

Queen Elizabeth's maids of honor played **Stool Ball**. It calls for a soft ball and a low stool or box. Someone is chosen for "defender," and takes his position behind the stool. The others, in turn, toe a line ten or fifteen feet away, and try to hit the stool with the ball. The defender bats it back with his hand, if he can. If anyone succeeds in hitting the stool, that one becomes the defender. Or if anyone catches the ball when it is batted back, he becomes the defender.





Call Ball is another English game. The players stand before a blank wall. The first player tosses the ball against the wall, at the same time calling the name of another player. That one catches the ball, if possible, and throws it the next time. If the one called fails to call the ball, the first player throws again, calling another name.

Jinker, played by the Scotch, is somewhat similar to Call Ball. Someone tosses the ball against the wall. Whoever catches it on the rebound becomes the jinker. All the rest immediately run to hide. The jinker tries to hit one of the players before he succeeds in hiding. Whoever is hit starts the game again by tossing the ball.

Hole Ball is a Russian game. As many holes are dug in the sand, or in the snow, as there are players. The holes are placed in a straight line, about three feet apart. The players are numbered, as are the holes. A score is set of twenty-five. The first player takes his stand some eight or ten feet from the first hole and tosses the ball into one of the holes. If he succeeds in getting it into number five, that counts five for him, and the fifth player has his turn next, and so on.

Roll Ball is a French variation of the Russian game. Each player is stationed beside his own hole. The one who has the last hole steps back and rolls the ball into one of the holes. The player into whose hole the ball rolls takes it out quickly and tries to hit another player. If he succeeds, that player must put a stone in his hole. If he fails, the thrower must put a stone in his own hole. Five stones in a hole, and the player is out. After the first throw the next to the last in line rolls the ball, and they go in turn up the row.

Greek Football, as described by an old Greek writer, is good exercise and quite exciting. A modern football may be used. Any number may participate, but there should be an equal number of players on each side. Two parallel lines are drawn at either end of the playground. The distance apart will depend upon the age of the players. The game is to send the ball by kicking or striking with the hands over the opponents' line. Tackling or running with the ball is not allowed. Each time over the line counts one point for the side that put it there.





Chain Tag

This is a good game for a group of five or more. One player is "it." He tags another player, who then joins hands with him. "It" and this player are the "end men." As they tag others, they join hands with them. Those tagged, however, must always take their position between the end men, who are the only ones who may do the tagging. The last one caught wins. This game becomes very entertaining when a long line of players are running hand in hand.



Marble and Spoon Race

The contestants line up at a starting line, each holding in his right hand a spoon - no part of the hand being over an inch from the end of the spoon handle. In the spoon is a marble. At the signal, they run to the finish line, keeping the left hand behind them. If the marble falls off, the player must stop and spoon it up - no hands. The first one to cross the finish line with the marble on the spoon wins.

Indoor Games

What's Been Changed?

One child goes from the room, and while he is gone another hides. When he returns, he must tell who is missing. If the number of children playing are few, the game may be made more difficult by asking two to change places, and see if the observer will be able to tell. Other changes may be made, such as moving a vase of flowers, raising a window, etc. Sides may be chosen, and score kept for the correct observations of those who are "it."

Hide the Thimble

All players leave the room, and "it" hides the thimble in plain sight, but in some unusual place. The players return and look around. When one sees it, he quietly takes a seat, and then, looking away from the object, says, "I spy." The first one to see it is "it" for the next game.



Who is There?

Have half of the players blindfolded. Chairs are placed in a circle, and the blindfolded children occupy every other one. The alternate chairs are occupied by the other children. All but the blindfolded children join in singing some familiar songs. Those who are blindfolded listen carefully and then guess who is at their right. IF they guess correctly, the one guessed must take the place of the child who guessed him. If the guess is not correct, those who were not guessed move about, and there is another attempt to discover who is at the right.

My Ship Has Come From China

The players sit in a circle and "it" stands in the center. He says, "My ship has come from China." Someone asks, "What is it loaded with?" "It" tells them the first letter of the word he has in mind. If he were thinking of silks, he would say, "It is loaded with S." The rest of the layers try to guess the word. Whoever guesses correctly becomes "it."

Buzz

One player starts the game by saying "One;" the next says, "Two," the next, "Three," etc., until the number seven is reached. Here the word "buzz" is substituted. The next player says, "eight," and so on to a multiple of seven, when he must substitute "buzz." The word "buzz " is also substituted for any number containing the word seven, even though it is not a multiple of seven, as seventeen, twenty-seven, etc. When a player says a number instead of "buss" or says "buzz" in the wrong place, or calls out a wrong number, he is out.

Bible Alphabet

Play this game like you would a spelling bee. Answers are at the end.

A was a man who was youthful and fair,
But he hung in an oak by his long, curly hair.

B was a prophet who rode on a mule;
He tried to curse Jacob and died like a fool.

C was a river of ancient story,
Where once a prophet had visions of glory.





D was a woman who served for the poor.
They mourned her dead, but long life was in store.

E was a preacher, though sort was his name;
He built a high pulpit and preached from the same.

F was a governor, pompous and grand;
But preaching on judgment he could never stand.

G a wise general, quite early one morn,
Did rout a great army with pitcher and horn.

H was a man who brought shame to his mother;
He hanged on a gallows he built for another.

I was a boy who was vulgar and rough,
Whose impudent mocking brought him trouble enough.

J a good wife with nail and a hammer,
Slew her country's great foe without army or banner.

K had a son, a very tall boy;
They made hi king, and then shouted for joy.

L married two wives, the poor silly man!
For at that very moment his troubles began.

M was a woman, both loving and kind,
But careful and troubled and fretful in mind.



N was a captain with servants and gold,
But his leprosy filled him with horrors untold.

O was a land that was far, far away,
Where the ships went for gold in King Solomon's day.

P was a preacher of wonderful fame,
Who in all the wide world did the gospel proclaim.



Q stands for one whom Paul calls a brother,
And in all of the Bible 'tis the name of no other.

R was a maiden, and, strange 'tis to tell,
She first met her lover beside an old well.

S stands for a man who a lion could tear,
And yet he was bound by a woman so fair.

T was a twin; he was given to doubting,
But some Christians now are addicted to putting.

U was a land from which nature recoils,
Where once an old patriarch suffered from boils.

V was a beautiful queen in the East,
Who refused to be seen at a grand royal feast.

W is that which is better than gold;
Who refused to be seen at a grand royal feast.

X is for one who another name bares
In the Bible accounts of his kingdom and wars.

Y is for year; now tell, if you can,
At what time it was that the Jews' year began.

Z was a man who climbed up a tree;
He was so short, he took this way to see.

Answers -

1. Absolom	8. Hamaan	15. Oph	22. Vashti
2. Balaam	9. Ishmael	16. Paul	23. Wisdom
3. Chebar	10. Jezebel	17. Quartus	24. Xerxes
4. Dorcas	11. Kish	18. Rebecca	25. Oct. 13
5. Ezra	12. Lamach	19. Samson	26. Zacheus
6. Felix	13. Martha	20. Thomas	
7. Gideon	14. Namaan	21. Uz	