

## RED LIGHT, GREEN LIGHT

### HOW TO PLAY

1. Start with everyone along the starting line, except for the caller
2. When the caller says 'Green Light' everyone will move towards the finish line,
3. When the caller says 'Red Light' everyone must immediately stop.
4. If players are still moving when 'Red Light' is called, they must go back to the starting line.
5. Start a new round when everyone gets across the finish line or when most players make it across the finish line.

### VARIATIONS

- Introduce new colored lights, giving variations how to move towards the finish line, such as run on green, walk heel to toe for yellow light, hopping for purple light, skipping, galloping, tip toeing, etc.
- The leader can designate his/herself as the finish line. This enables the game to move around so that when players get close to the finish line (the leader), the finish lines moves farther away.
- For the hearing impaired, you can turn your back towards the group for red light and turn around (face your group) for green light



## CAPTAIN'S COMING

You will need a clear space to play this game, one person to be the captain of the ship, and at least two other players to be the crew.

### HOW TO PLAY

1. The captain is in charge of the ship and yells out orders to the crew.
2. Crew members must obey all of the captain's orders.
3. The last crew member to finish an order is out of the game.
4. Keep playing until one crew member is the winner.

### ORDER IDEAS

- Scrub the decks: crew members get on their hands and knees and pretend to scrub the deck.
- Man overboard: crew members find a partner, hold hands and pretend to row a boat.
- Climb the rigging: crew members pretend to climb a rope ladder.
- Captain's coming: crew members salute and say "aye aye captain".
- Shark attack: crew members must not touch the ground. At the beach you could stand on a towel.
- Hit the deck: crew members lay face down on the floor.
- Captain's wife: crew members curtsy.
- Four corners: there are four corners of the ship: back, front, left and right. Use something to mark each corner. When the captain yells out a corner all crew members must run to it.



## BULL RUSH

### How to Play

1. Mark out an area of play
2. Get all of the kids to line up in a straight line, along one end of the playing field.
3. Choose one child to stand in the middle of the field.
4. The child in the middle calls out 'BULL RUSH' and all of the players need to run to the opposite end of the field without being caught.
5. Once caught player remains in the middle to help catch the rest of the players.
6. Play continues, with children running from one end to the other each time 'BULL RUSH' is called, until only one player remains.
7. The last player to remain is the winner.



## VARIATION: RED ROVER

1. Played very similar to above game, however this time the children lining up in the line yell out
2. "Red Rover, Red Rover, Can we cross over"
3. To which the child in the middle calls out "Yes only if you are/ have ....."
  - a. Have brown hair
  - b. Like broccoli
  - c. Or anything else!

## PIGGY IN THE MIDDLE

### HOW TO PLAY

1. Have two children stand a fair distance apart from each other, one with a ball in their hands.
2. A third child (the 'piggy') stands in the middle, at an equal distance from the other two players.
3. The kids on the outside must throw the ball back and forth to each other, while the 'piggy in the middle' tries to intercept their passes.
4. If the 'piggy' catches the ball, the last person to throw the ball becomes the new 'piggy'.

### Variants:

- Can play with more than one piggy's in the middle

