



# Outdoor Games

<b>Values:</b>	<b>Key Competencies:</b>
Excellence Innovation, inquiry, and curiosity Equity Community and participation Integrity Respect	Thinking Managing self Relating to others Participating and contributing
<b>Learning Intentions:</b>	
WALT work together as a team WALT use each other to problem solve WALT encourage and help each other WALT communicate effectively by listening to each other and sharing ideas	

## **Rob the nest**

**Equipment:** same sized objects (e.g. socks, bean bags) and a home base for each team (e.g. chair, hoop).

Split the group into even teams. Give everyone in the teams a number and all teams will have the same numbers. When a number is called all of those people run out to the middle (this is where all the objects start) they are allowed to only carry 1 object at a time. Once all the objects in the middle have gone they go to another team's home base to get an object. The round is over when a team has so many objects at their base. No one can protect a base, stop objects being taken from their base or take objects off of someone else.

## **Form Run at Night**

Each team carries a form from one point to another without being spotted by the leaders with the spotlights. When the light shines on them they must be all sitting on the form.

Variation: Teams have a card, the aim is to fill their card with marks obtained at various stations while carrying the form. If people with the spot lights catch them not sitting on the form then they can cut out one of the marks.

## **Battle of the Sahara**

**Equipment:** Either each team need a water source at the opposite end of where they start or there needs to be one combined water source in the middle. 1 cup for each person, a bucket for each team and a rope around the water source.

This is a game for two teams played in an open grass area. There is a lot of water involved in this game.

Start each team at opposite ends of the field. Their small bucket should be somewhere near them and put a safety zone rope around the water source(s). Inside the safety zone no one can be tagged. The goal is to get as much water in their two buckets within a certain time.

Each team has one General (G), three Colonels (C), 4 Majors (M), two Bombs (B) and the rest are privates (P). This number can change depending on the size of the group. Each player travels to the water source with their cup. During the game as long as someone's cup is full they can keep playing (when it is empty they can refill it straight away). After filling their cup they then have two options: one is to go back to their small bucket; the second option is to go to the opposite teams bucket to stop them filling their bucket. Anyone can be challenged by being tagged, at that stage they must reveal their rank. Ranks are recorded on the right hand with a vivid. The order is as stated above (Generals down to Privates). The loser must empty their cup which they can then go and get refilled. If the two people are the same rank they have the

choice either both empty their cups or both move on. Nobody can beat a bomb but a bomb cannot initiate a tag. Players cannot tag someone if their own cup is empty. This game often just turns into a big water fight, which is the hidden point of the game.

### **Rats and rabbits**

Divide the group into two even teams facing each other. Have a little gap between the teams. Call one team Rats and the other team Rabbits. Call out "Rats" or "Rabbits". If "rats" is called, the rats chase the rabbits. If they are caught before reaching designated line/wall they sit down. Return to the middle line for next call. If "rabbits" is called the rabbits chase the rats. The winning team is the team that eliminates the opposite team. The caller can call rhubarb or rotten fish if anyone runs from starting middle line they are eliminated also.

Variation: Can play a point system instead by having people facing a particular person and playing against them.

### **Octopus**

This is a type of bull rush game. Two or three people (more if a large group) are in the middle. Either individuals or the whole group are called to run. If they are tagged they have to stand where they were caught. They then wave their arms in the air like an octopus and they try to tag the runners if they come near them. The only people that can move around are the starting people.

### **Peg tag**

**Equipment:** 2-3 clothes pegs per person.

Have a defined boundary.

Version A: Players to try and collect as many pegs as possible, at all times pegs must be on peoples' clothing and they must be visible and accessible.

Version B: Players to try to get rid of as many pegs as possible, by pegging them to other people. Pegs are not allowed to be dropped and left.

## **Longball**

**Equipment:** Tennis racket, tennis ball, 4 markers (cones)

This game is played lengthways on a marked out rectangular field. Divide the group up into two even teams.

The fielding team spreads themselves out in the field. Their goal is to hit any runners with the ball but they are not allowed to run with the ball. They need to work as a team and pass the ball around. The batting team lines up away from the field. Each batter steps up and gets an easy underarm pitch from a fielder. Whether the batter hits or misses the ball they have a choice to either run or line up along the home base line. When they cross the line they must run to the far end. At the other end they have the choice again of running straight away or waiting. At any stage the batting team may have a maximum of 3 people waiting at each end. A batter can get out by getting caught, hitting the ball outside the playing field on the full, (the ball is allowed to bounce out), getting hit while running, running outside the playing field. The aim of the game is to score as many points by running to the other end and back.

There are two ways of swapping the teams over. Version 1 is to play one team out and if the recent batting team can race out, get the ball and hit one of the recent fielding team members before they can cross the home base line then there is no change. This method continues until a whole team has crossed the home base line. Remember there can be no running with the ball. Version 2 is to play like softball where after a certain number of outs the teams swap places.