

Play Ball!



Wad up a sheet of paper and wrap masking tape around it to make a ball. Practice throwing and catching the ball. Use a box or basket to play basketball.

Staple two paper plates together. Leave a 4" opening so you can insert your hand. Use like a racket and volley a balloon or paper ball back and forth.

Let children use a child size broom and a foam ball to play hockey. The goal could be a box turned on its side.

Give children an empty chip canister and a tennis ball. They can bounce the ball, and then try to catch it in the can.



Juggling



Paper towels, 12" squares of net fabric, or soft balls can be used for juggling activities. Begin by throwing one object up in the air and catching it. Toss it from one hand to the other. Add a second object. Throw one up in the air as you toss the other to your hand in a circular motion.

Balance Beam



Put a piece of tape on the floor for children to walk on. Can they walk backwards? Can they hop on one foot?

Make shapes, letters, or numbers with the tape on the floor.

You can also make lines and curves for children to walk on with chalk on the sidewalk.

Follow The Leader



One person is chosen to be the leader. The rest of the class marches behind the leader and does just what the leader does. The leader can walk, hop, run, skip, wave her arms, go under something, slide down the slide, and so forth.

After several minutes another child is chosen to be the leader.

Mirror



You will need a partner for this game. Stand and face your partner. One person is the "leader" and the other is the "mirror." The "mirror" must mirror or copy facial expressions and movements that the "leader" makes. Switch places after one minute.

Jump The Creek



You will need two jump ropes or pieces of string to play this game. Place the ropes on the ground a few inches apart to make a "creek." Have the children line up single file and try to jump over the creek one at a time without stepping on a rope. After every child has jumped, move the ropes a little farther apart to make the creek wider. Continue moving the ropes farther apart as children try to jump over them. When players can no longer jump over the rope, they must stand to the side of the game and be cheerleaders. The object of the game is to see how far the children can jump.

*Play this game by drawing lines in sand or dirt.

*Play "build the castle" by having two children hold a jump rope. Raise the rope a few inches at a time as children try to jump over it.

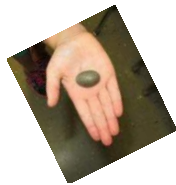
Tents -Let's Go Camping!



Card Table Tent - Drape a blanket over a card table or picnic table. Spread a sleeping bag on the ground for a cozy retreat.

Porch Railing Tent - Pin one end of a blanket to the railing of a deck or porch. Pull out the opposite end and secure at an angle with bricks or rocks. This is a "cool" place to play a game or read a book.

Cardboard Castle - An appliance box or other large box can be a "castle" to a child. Cut out doors and a window with a utility knife. (An adult will need to do this!) Let the children decorate with paints, markers, or crayons.



Step School



You will need a small pebble or toy to play this game, as well as some stairs. The children sit on the bottom step, which is "kindergarten." One child, who is "the teacher," stands on the ground and faces the others. "The teacher" takes the pebble, puts it behind her back, then hides the pebble in one of her hands.

"The teacher" then brings forward both fists. The first child on the step chooses a hand. If he selects the hand with the pebble, then he may move up a stair to "first grade." If he selects the empty hand, then he continues to sit in "kindergarten." "The teacher" continues hiding the pebble and allows other members in the game to select the hand with the pebble. The game continues until a child reaches the top step. That child then becomes the next "teacher."

Going On A Trip



The first player begins by saying, "I'm going on a trip and I'm taking (names an object)." Second player says, "I'm going on a trip and I'm taking (names first object and names a second object)." Next child says, "I'm going on a trip and I'm taking (names first object, second object, and names a third object)." The game continues as each player tries to remember previous objects. When a player forgets, begin the game all over again.

You can also name objects in alphabetical order. For example, the first person says something that begins with an "A," the second person names something that begins with a "B," and so on. Change the game to "going on a picnic," "going to the moon," etc.

Penny ~ Penny



One person is "it." "It" chooses three friends to leave the classroom. While the three are out of the room, "it" walks around the room and places a penny in one child's hands. All the children cup their hands as if they are holding the penny. The three children are then called back into the classroom. The three walk around the room opening hands until one finds the penny and says, "Penny, penny, I found the penny!" That child then becomes "it" and the game continues.

Let children hide a seasonal toy, such as a bunny or a pumpkin. Play a similar game by having one child leave the room as you hide a small object. Guide her to the object by saying "cold" when she is far away and "hot" as she gets closer to the object.

Tower Topple

Every child will need one block from the block center for this game. The first child places her block on the floor.

The second child places his block on top of the first block. The game continues as each child adds her block to the tower. When the "tower topples," children get a block and the game begins all over again.

Have children count the blocks to see if they can beat their previous record.



Charades



Children will have fun "performing" and "stumping" their classmates with this game. One child at a time gets up in front of the room. The child acts out a nursery rhyme as her friends try to guess which one it might be. The first child to guess correctly gets to act out the next rhyme. (You might need to suggest rhymes to younger children.)

Children could also act out book titles, songs, feelings, animals, or other categories.

*Children can make sounds or simply pantomime.

"Statues" is a similar game where children work in groups and freeze in position to symbolize a book, song, or other event.

Guess Who I am?