

Rhymes, Games and Activities - Traditional and Modern

COUNTING IN AND OUT RHYMES

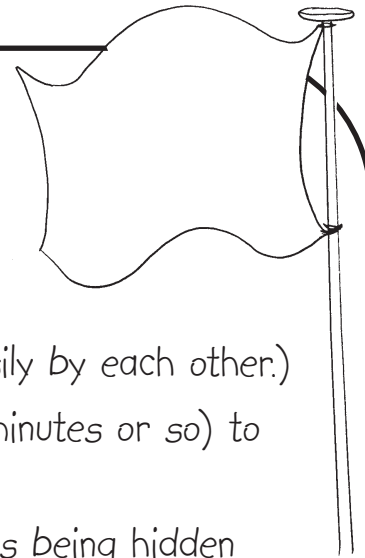
DIP, DIP, DIP	14
EETLE OTTLE	14
ENGINE, ENGINE ON THE LINE	15
INKY, PINKY	15
IP, DIP, DO	16
NOT ON	16
ONE POTATO, TWO POTATO	17
ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN	17
PADDY ON THE RAILWAY	18
TWO, FOUR, SIX, EIGHT	18

BALL TIG

- The game begins with all players in a circle with legs apart.
- The players chant: -
*"Stir the rice,
Stir the rice,
Drop the sugar in".*
- On the last word of the rhyme, the ball is dropped and the player whose legs it rolls through is 'It'.
- 'It' now has the ball and runs after the other players, trying to tig them with the ball.
- If they are tiggged, they become 'It'.

CAPTURE THE FLAG

- Split the players into 2 teams.
- Divide the playground up into 2 sections.
(It is better if the 2 parts cannot be seen easily by each other.)
- The teams should be given a time period, (3 minutes or so) to hide their flag in their part of the playground.
- Spies may be sent out to see where the flag is being hidden and lookouts to catch the spies.
- When the flag is hidden the teams call out that they have finished.
- As the players try to find the flag, they can be 'tagged' by players from the opposing team and sent to 'jail'.
- They can only be freed by a teammate.
- The first team to capture the flag and return it to their side wins.



CHINESE CATCH

- ▲ One person is chosen to be 'It'.
- ▲ The other players stand in a line facing 'It'.
- ▲ They all chant: -

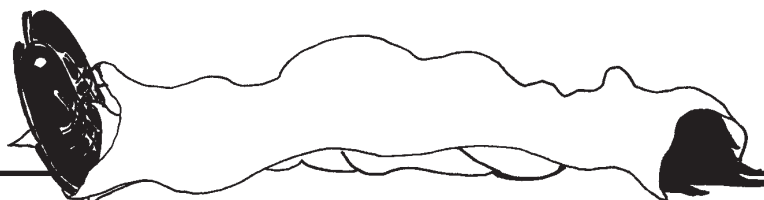
*"Please Mr Fisherman,
May I cross the Chinese water?
On the way to Chinese school,
Eating fish and chips one day."*

- ▲ 'It' shouts a letter. If they have the letter in their name, they try to 'cross the water' (get to the other side) without being caught.
- ▲ Anyone caught becomes 'It'.

Dead Man Arise

This game is suitable for older pupils.
You will need a blanket.

- ✚ For 8 or more players, standing in a circle.
- ✚ One child is 'On' (the Dead Man!)
- ✚ The person who is 'the Dead Man' crouches down in the middle of the circle and covers himself up with a blanket.
- ✚ The pupils in the circle walk round chanting:-
Dead man arise!
Dead man arise!
- ✚ When the person 'On' is ready, he throws off the blanket and chases the others.
- ✚ The person 'tigger' becomes the new 'Dead Man'.



CHANGEOVER

- ❑ A ring of circles need to be chalked on the ground, one fewer than there are players.
- ❑ The player in the centre 'the caller' makes a statement:-
E.g. "Anyone with blue eyes . . . CHANGEOVER"
- ❑ The players who have blue eyes must leave their circles and find a different empty one.
- ❑ The player from the centre also tries to get into a circle. The one left without a circle becomes the next 'caller'.

Other examples of statements: -

- Anyone with an 'e' in her/his name
- Anyone born in the winter
- Anyone with brown hair
- Anyone who is under 12 years of age

or

- Anyone wearing school uniform (when they may ALL have to change).

HIDING KING

- The whole group close their eyes and count out loud together to 50, while one person, the King, goes and hides.
- Then everyone begins to look for the King.
- When someone spots the King, that player does not tell anyone, and when no-one is looking, the player slips in and hides with the King.
- Eventually everyone starts to disappear.
- The first player to find the king becomes the next king.

PIGEON IN MY POCKET

- The children stand in a circle with one player in the middle ('It').
- All players except 'It' close their eyes.
- 'It' stands before each person in turn, saying:-
"I have a pigeon in my pocket and it won't peck you."
- 'It' decides which person s/he will tap on the shoulder while saying:-
"I have a pigeon in my pocket and it WILL peck YOU."
- 'It' then chases that player round the outside of the circle, trying to 'Tig' her/him.
- If 'It' manages to 'Tig' her/him before they reach the player's place, they change roles and the one 'Tigged' becomes 'It'.

ICEBERG JUMP (very similar to Lily Pad Leap)

- * Chalk some circles on the ground, at least 3 metres away from each other - these are the icebergs.
- * One person shouts, "I am a walrus coming to eat penguins."
- * The penguins have to run waving their arms about and leap on an iceberg.
- * When the walrus says, "No penguins here I see," the players know it is safe to go back to the sea.
- * Keep rubbing out a chalked circle until down to the last one.
- * The person left becomes the next walrus.
- * Any penguin which is caught has to help catch the others.