Best Games Ever!

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HONEY BEES (Craig Mahler, NJ)
Split the class into groups of partners. Position the partner groups around the perimeter of the playing area. In the middle of the playing area scatter 25-30 “rings of nectar” (deck rings). This is the beehive loaded with honey. Designate one partner group as the honeybees. Connect the honeybees with a short rope. As long as the bees are connected they have tagging powers. The other groups send one person at a time (from each group) to try and take some honey (1 ring at a time). If tagged by a bee the player returns to the perimeter and gives his/her partner a high 5. If the player is successful in grabbing a honey ring, s/he brings it back to the base and high 5s his/her partner.

EXTINCTION
Divide your class into 4 teams. Everyone is tagger. If a player is tagged by someone on another team, the player kneels on one knee and raises a hand in the air. To become unfrozen the kneeling player must receive a high five from a teammate. If all the players from one team are frozen, the team becomes extinct! A time limit of 1-2 minutes is usually adequate.

WATCH IT TAG (Garry Bowyer, OH)
This game starts as a 2 vs. 4 game. The “2” are taggers. Played within 6 grid squares, the taggers pass a ball to each other trying to tag each of the 5 “dodgers. The taggers may not move with the ball. If tagged, the dodger switches roles with the tagger (establish a rotation so each person becomes a tagger as well as a dodger.

Variations:
(1) When tagged, the dodger becomes an additional tagger. As the number of taggers grows, the role of the dodger becomes more challenging.
(2) Use different types of balls to pass.
(3) Change the passing roles, so the dodgers are passing and the taggers are trying to tag the person with the ball.
3 VS 0 COOPERATIVE KICKBALL  (Peter St. Pierre)

The class is set up in groups of three. The game has 3 positions: the kicker, pitcher and fielder. The pitcher rolls the ball to the kicker. The kicker TRIES to kick the ball to the fielder. If the ball is caught in the air, the group scores 5 points. If the ball is caught after 1 bounce, 3 points are scored. The group receives 1 point if the ball is caught after 2 or more bounces. Zero points if the ball stops before being caught or is bobbled and missed. The group rotates after every kick. Pitcher to kicker, kicker to fielder, fielder to pitcher. Designate spots for the kicker and the pitcher. Add a time limit such as 3-5 minutes to speed up play and make it very aerobic! Rotate teams after the time limit or have each team try for a better score.

BASES JAMMED

Divide the class into 3 groups-pitching, fielding and kicking. Set the playing area up with 3 rows (all the kickers at one end, all of the pitchers in the middle, all of the fielders behind the pitchers). Place 3-4 hoops around the playing area, numbering the hoops 1-3 (or 4). Give every pitcher a ball to roll. On count of three the pitchers roll the balls to the kickers. After kicking, all of the kickers run to a base (hoop). Once everyone has 1 foot inside the hoop they move to the next hoop. No one may leave until everyone is in the hoop (I usually give a thumbs up). Meanwhile, the fielders gather the kicked balls and run to a hoop of their own. When every fielder has a ball and a foot inside their hoop (use just 1 hoop), they yell “out” and the kickers must stop. The rotation is: pitchers to kicking, kickers to fielding, fielders to pitching.

COLOR TAG

Divide the students into small groups. Assign a color to each group (pinnies, wrist bands, etc...). Roll a die, which has each color represented on its sides. The color that is on top when the die stops is the tagging team. Taggers attempt to tag as many players from the other team as possible while time allows. Roll the die after 30sec-1min. Tagged players must remain frozen or perform a task.

CARD SHARKS

Each player starts with 1 card. When the music begins, the tag games starts. If tagged, the players swap cards. When the music stops, the tag game ends. The students look at their card and perform an exercise/activity the number of times indicated by the card (face cards = 15).
**KING OF THE HILL**

Divide the class into multiple teams (5 is a good number). Each team is given a target to guard (cone with a ball on top). Using a square playing area, assign one team to the middle and the other teams to the corners. The objective is to be the team in the middle or “king of the hill”. The first team to knock the “king” ball off the cone becomes the new “king”. The team in the middle may protect its domain by knocking the ball off the other teams’ cones. If a team’s ball becomes dislodged from its cone, the team is out. If all four teams are eliminated, the “kings” are declared “supreme rulers of the universe” with much celebration. Begin a new game with a new team takes on “top of the hill”.

*Assign a throwing area for each team.
*Instead of eliminating teams, have a team perform a task to re-enter the game.

If the kings can stay on top for 3-5 minutes (teacher determined), then they are pronounced “supreme rulers”.

![Diagram of the playing area with targets and throwing spots.](image-url)