

OLD-FASHIONED GAMES FOR OUTDOORS

School-Ball or Teacher-Ball

Six to eight players stand in line facing “teacher.” Teacher tosses ball to each player in turn starting at head of line. Player returns ball to teacher. If player or teacher misses they go to the foot of the line. First in line is teacher.

Ducks Fly or Cats Fly

Leader calls, “Ducks fly! Horses fly!” etc. Leader pretends to fly each time he names an animal. Group imitates leader. Player who makes a flying motion when an animal is named that does not fly is either out of the game or becomes the leader. Other actions such as swim, jump, etc.. may be substituted.

Blind Man’s Bluff

IT is blindfolded in center of circle. Circle moves to left until **IT** claps his hands. **IT** points toward circle, calling the name of an animal. The player to whom **IT** is pointing must make the animal’s noise. **IT** must guess who the person is. **IT** is given three chances. If the player is guessed, he becomes the blind man. If **IT** fails, the game starts again.

Stone-Tag

Mark goals at both ends of playing area. One player is Stone. Stone squats in center of area. Players gather around Stone. They run around him while he sits very still. When he calls “Stone!” he jumps up and tries to tag them. They run to either goal. Anyone tagged becomes a “Stone” also. All “Stones” try to tag others. Game is continued until all are caught. The first person caught becomes the next “Stone.”

Charlie Over the Water

Charlie stands in center while players walk left in circle with hands joined, chanting: “Charlie over the water, Charlie over the sea, Charlie caught a blackbird, but he can’t catch me!” Players squat on on the word “me.” Charlie tags a player before he squats. The person tagged takes Charlie’s place.

Have You Seen My Sheep?

All players sit or stand in circle. **IT** goes around outside of circle, stops behind second player and asks, “*Have you seen my sheep?*” Second player answers, “*What does he look like?*” **IT** describes third player, and second player tries to guess who third player is. If he guesses correctly he chases the third player around outside of circle to tag him before he can return to this place. If third player is tagged, he becomes **IT**. If he is not tagged, the second player is **IT**. The first **IT** takes a place in the circle. If the second player cannot correctly guess who the third player is, **IT** moves behind someone else and begins again.

Cross-Tag

IT chases a player to tag him. The runner is safe if another player crosses (*deliberately or otherwise*) between him and **IT**. **IT** must chase the one who crossed. If more than one player crosses, **IT** chases the nearest to him. The one tagged becomes **IT**. The original **IT** becomes the runner.

Prisoner’s Base

Mark bases on each end of playing area. Each team has an end base. Mark prison on one end of each base. Each team tries to take members of other team as prisoners. A tagged player becomes a prisoner. He is placed in prison. A team member may free the prisoner by reaching the prison without being tagged. Those with prisoners (*tagged or being freed*) are safe. Those behind their own goals are safe. Team with most members at end of game wins.