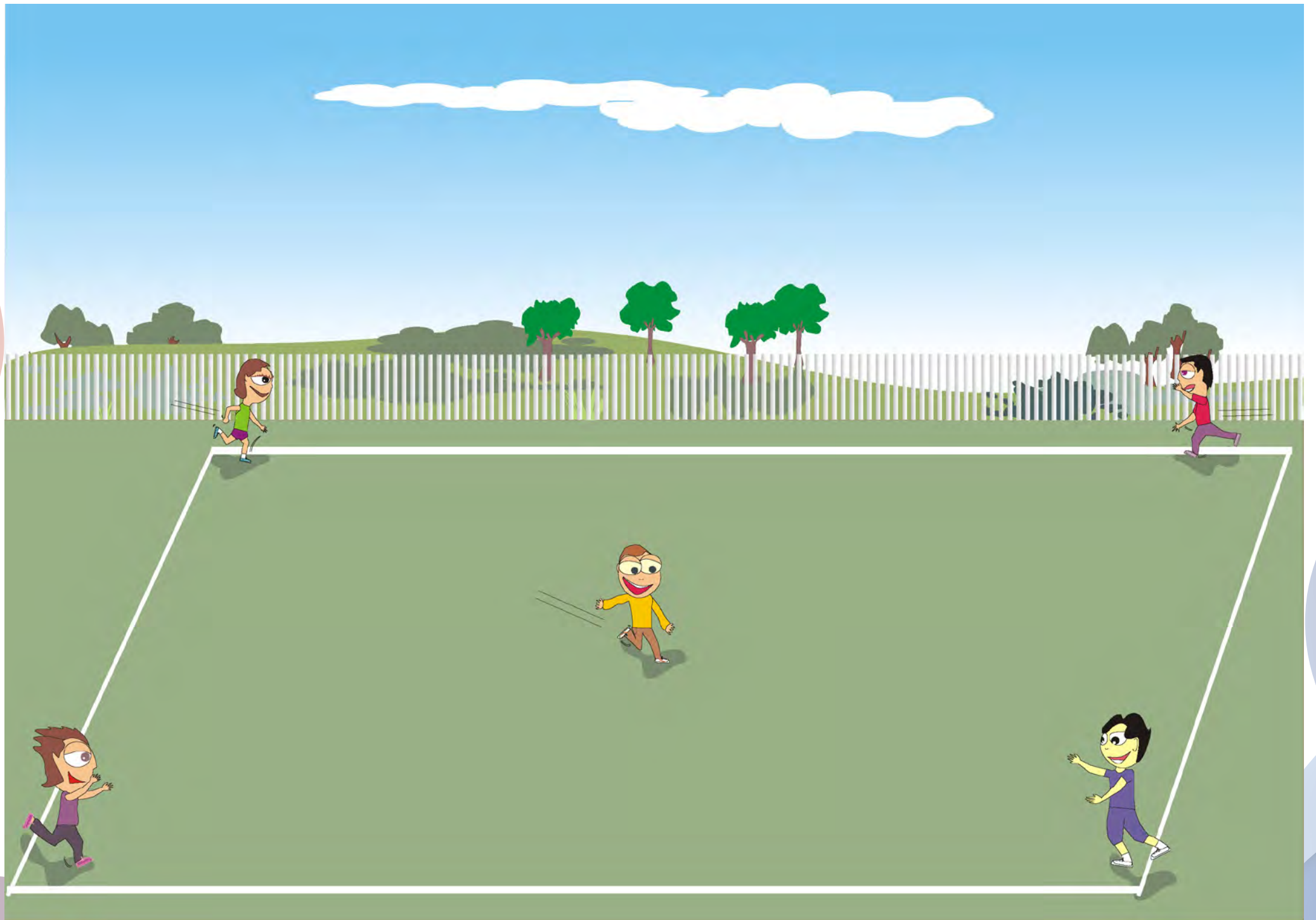




The background features several thick, colorful paths in shades of blue, green, yellow, and red, winding across the page. There are also overlapping circles in various colors like orange, purple, and blue on the left and right sides.

Crab Walk

The children go to the starting line and get in crab position (sitting, with their hands and feet on the floor). At the teacher's signal the children go to the finish line walking like crabs. The first student to finish becomes the teacher.



Four Corners

The teacher puts hoops on the ground (5 less than the number of students in the class). Each student goes to a hoop. The five students without a hoop go to the center. The five students in the center say, "READY, SET, GO!" All of the students leave their hoop and go to a new hoop. The five students in the center also go to a hoop. The five students without hoops start the game again. If a student does not leave his or her hoop at the signal, he or she must go to the center.



Cat and Mouse

The students make a circle. The students hold hands and sit down. The teacher chooses a student to be the cat. The teacher sings:

- Eeny, meeny, miny, mo
Catch a tiger by the toe.
If he growls let him go,
Eeny, meeny, miny, mo.

The cat chases a mouse around the circle. The mouse tries to return to its place in the circle. If the cat catches the mouse, the mouse becomes the cat.



The background features a complex, colorful geometric pattern of overlapping shapes in shades of blue, green, yellow, and red. The shapes are angular and interlocking, creating a dynamic, abstract design. The colors are vibrant and the overall aesthetic is modern and playful.

Musical Chairs

Make a circle of chairs. The number of chairs is one less than the number of players. When the music starts the children dance around the circle of chairs. When the music stops the children sit in a chair. The player that does not have a chair is “out”. The teacher takes away one chair and the game begins again. The student who sits in the last chair is the winner.





Cut the String

The players spread out on the playground. One student is “it”. He/She chases a player. If another player passes between them and “cuts the string”, the student who is “it” chases that player. When a player is caught he/she is “it”.

23

22

21

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Hide and Seek

One student is “it”. The student closes his or her eyes and counts to 40. The other players hide. When the student who is “it” finishes counting, he/she looks for the other players. If the student who is “it” sees a player, he/she can bring the player back to the wall. The student who is “it” touches the wall and says the name of the player. If a player returns to the wall before the student sees him/her, the player hits the wall with his/her hand and says, “For me!” The last player to be found tries to touch the wall and say, “For me and my classmates!” If the player returns to the wall before he is seen, the same student is “it” again. If not, then this player is “it”.

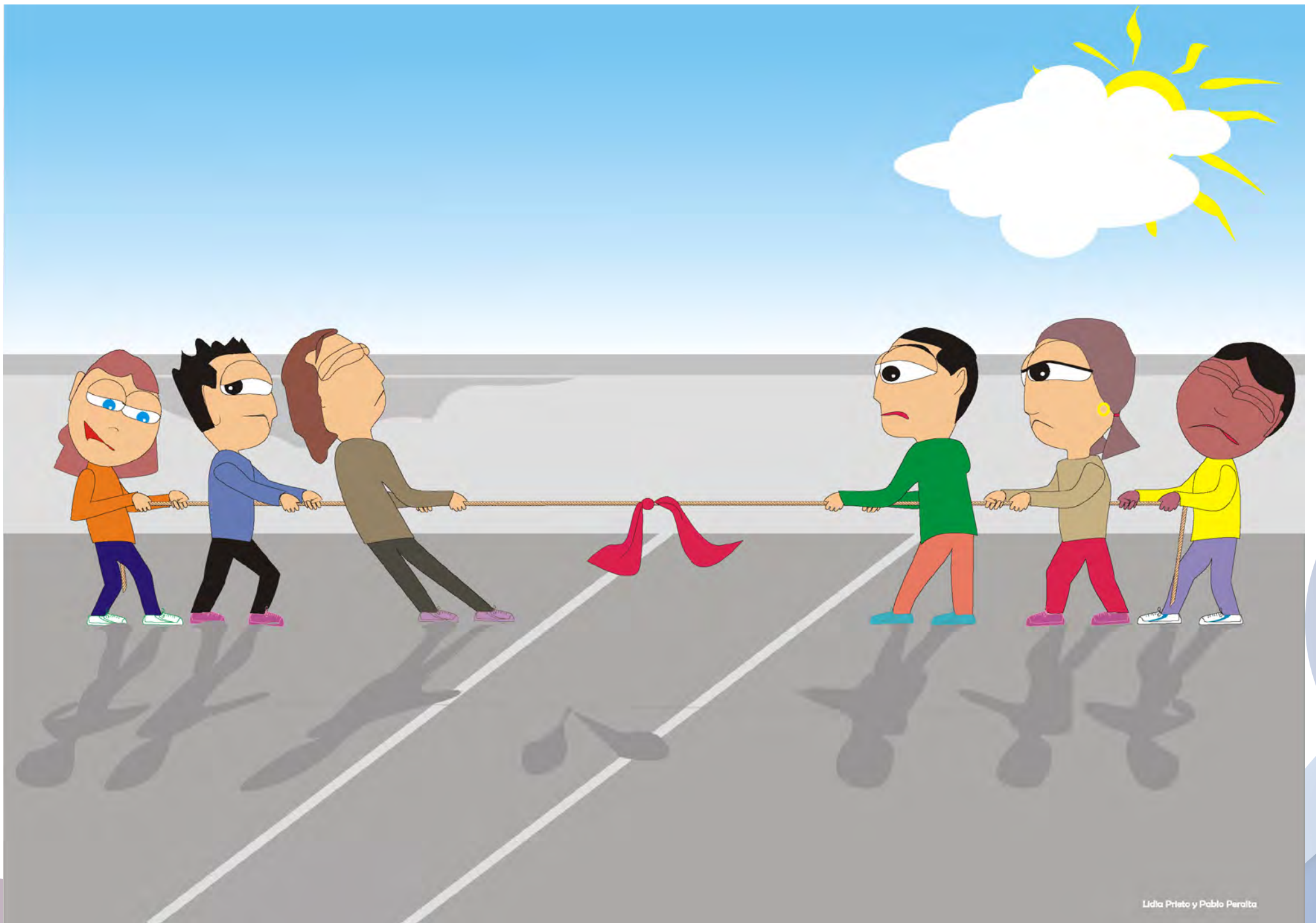




The Chain

One player is “it”. When he/she catches another player they hold hands and chase the other students. When they catch another player this player hold hands with the others. They continue catching players until all of the students make one long chain.

Only the players on the ends of the chain can catch other players. If the chain breaks, the players cannot chase students until the chain is together again. The last player to join the chain is “it”.



The background features a complex pattern of overlapping, colorful geometric shapes. On the left, there are several overlapping circles in shades of orange, red, and purple. The central and right portions of the image are dominated by large, thick, zig-zagging lines in shades of grey, teal, and red. The overall aesthetic is modern and abstract.

Tug of War

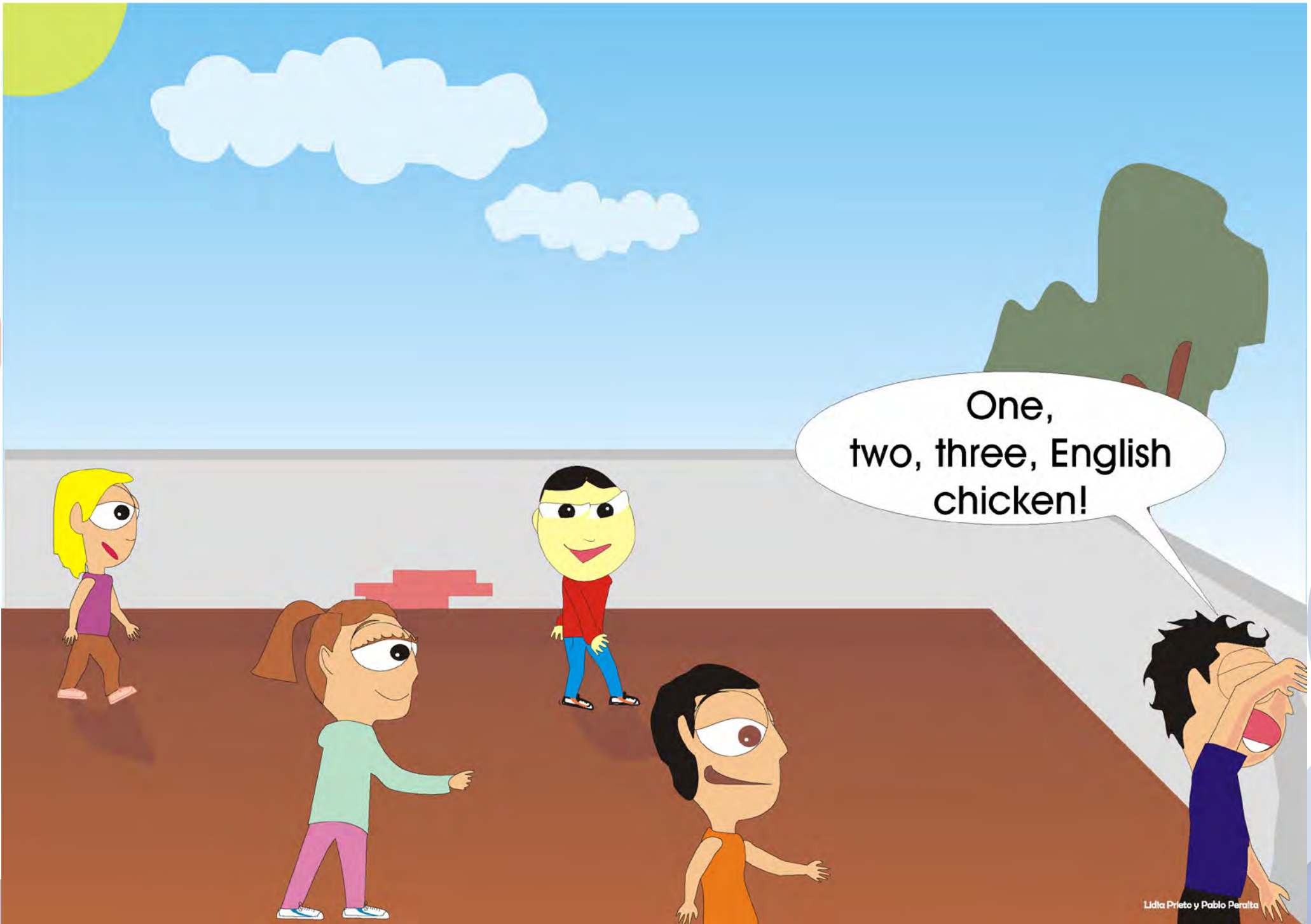
The class is divided into two teams. Each team stands on one side of a line. Each team holds on to their side of a rope. Each team pulls the rope, trying to pull the other team across the line.





Blind Man's Bluff

The class makes a circle. One student covers his/her eyes and goes to the center of the circle. The student in the center tries to catch the other students. Then he/she tries to guess who the player is by touching him/her.



One,
two, three, English
chicken!

English Chicken

One student turns around and covers his/her eyes. The other students begin at the starting line. The students walk towards the student with his eyes covered. This student says, "One, two, three, English chicken!" The other players must stop. The student who is "it" turns around to see if any of the players are moving. If a student moves he/she must return to the starting line. The first player to reach the finish line is "it".

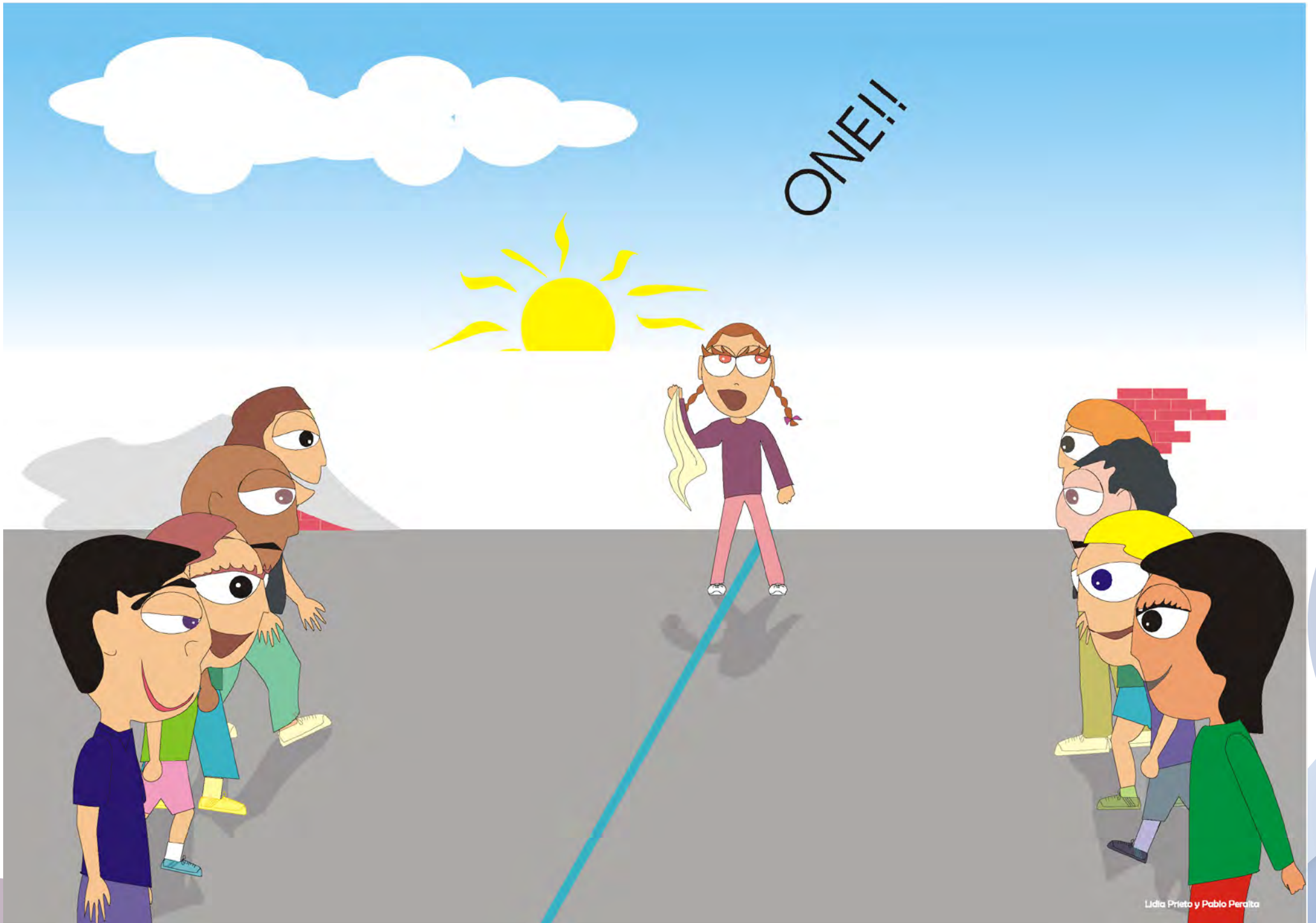
Carlos!!!



Don't move (Stopped feet)

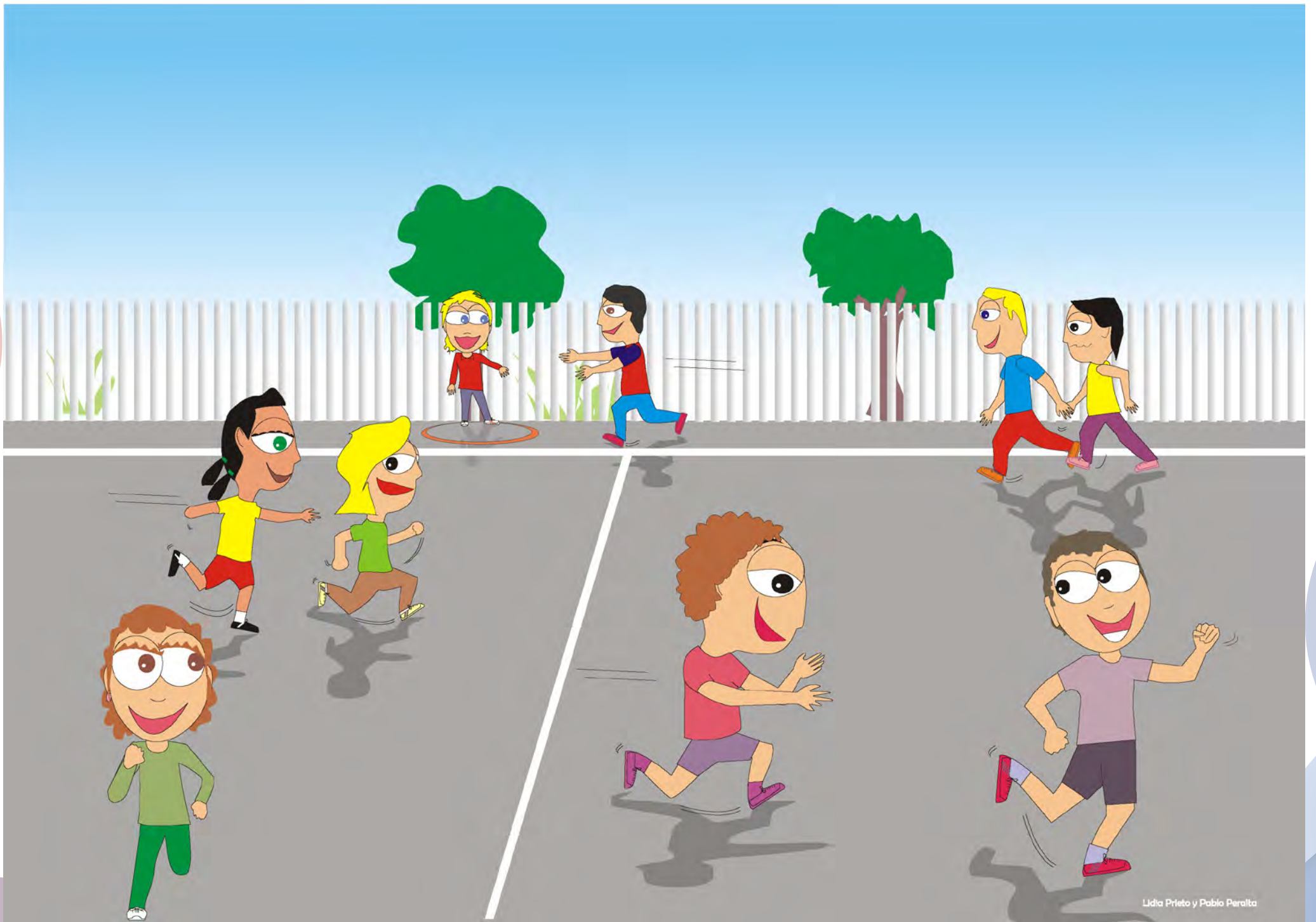
One student is "it" and has a ball. The other players run around the playground. The student with the ball throws the ball into the air. When the student catches the ball he/she says, "Don't move!" The other players stop running. The student with the ball takes three steps towards the other players and tries to hit them with the ball. If the student hits another player with the ball, the other player is "it".

ONE!!



The Hankie

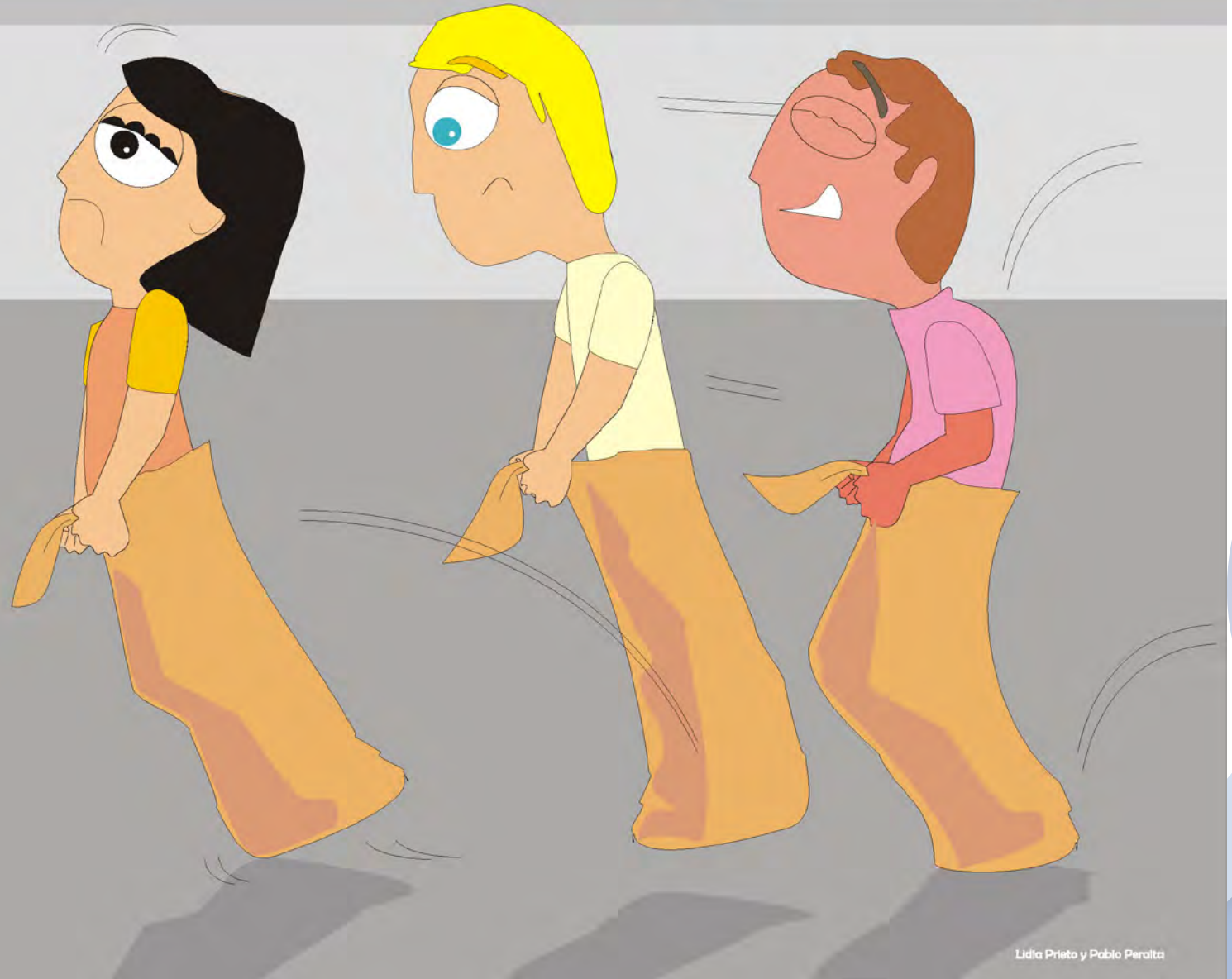
One student goes to the central line and holds a handkerchief (“hankie”). The rest of the class is divided into two teams. Each player of the team has a number. Each team stands on a line 15 meters away from the central line. The student with the handkerchief says a number. The player from each team with this number runs to the central line. The players try to take the handkerchief and run back to their team without the other student catching him/her. If the player is caught, he/she is eliminated. The players cannot cross the central line before the other player takes the handkerchief. The team with the most players at the end of the game wins.





Cops and Robbers

Make two teams: cops (police) and robbers. The robbers run around the playground and the police chase them. When a cop catches a robber he/she takes the robber to jail. The robbers can extend their hands so that the other robbers can free them from jail. When all of the robbers are in jail, the robbers become the police and the game begins again.



The background features a complex pattern of overlapping, colorful geometric shapes. On the left, there are several overlapping circles in shades of orange, red, and purple. The central and right portions of the page are dominated by large, thick, zig-zagging lines in various colors including grey, teal, red, and yellow. These lines create a sense of movement and depth.

Sack Race

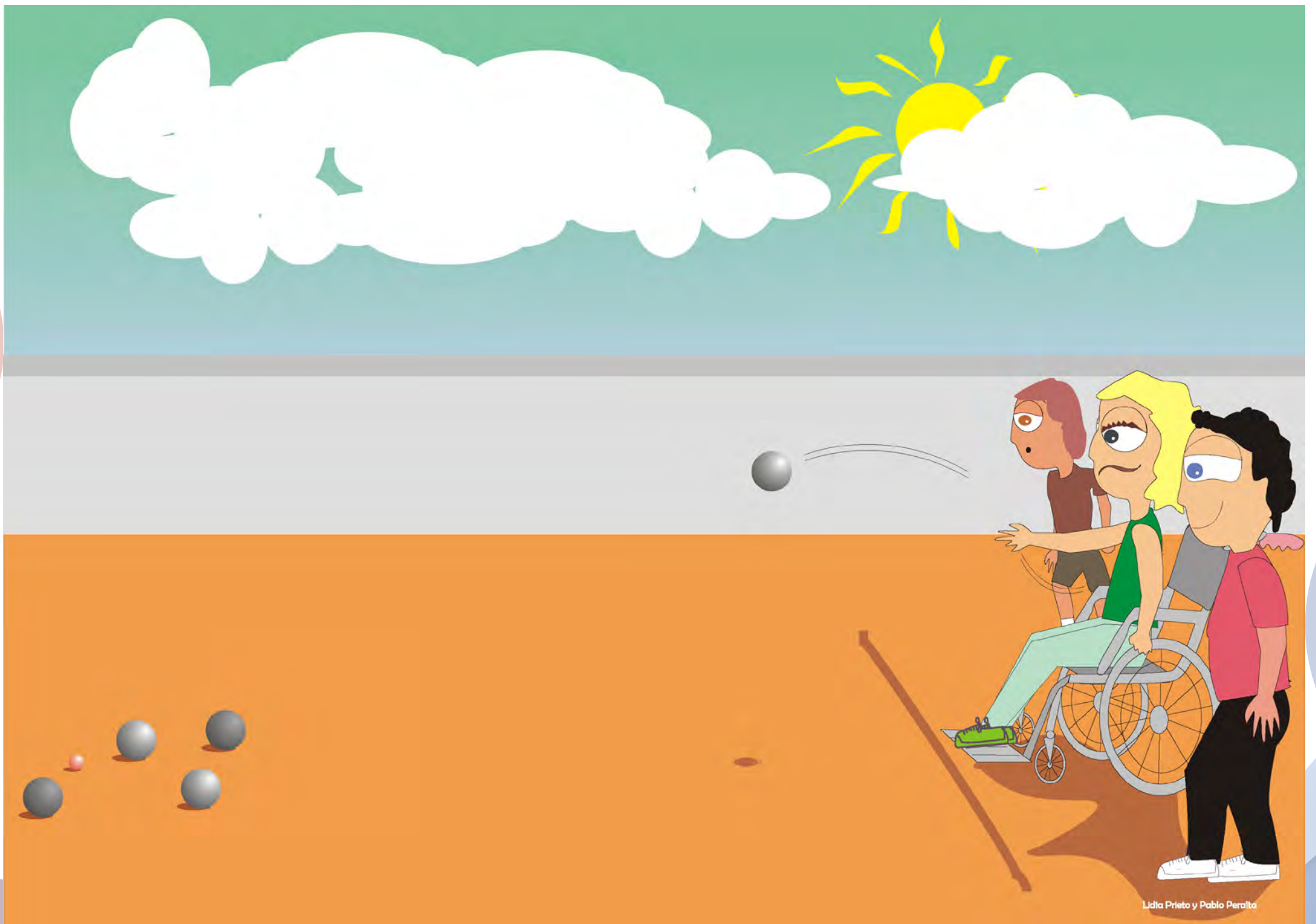
Each student has a sack (bag). The students stand on the starting line with their feet in the sack. At the signal, the students go from the starting line to the finish line and back to the starting line. The first player to return to the starting line wins.



The background features a complex pattern of overlapping, colorful geometric shapes. On the left, there are several overlapping circles in shades of orange, red, and purple. The central and right portions of the image are dominated by large, angular, interlocking shapes in shades of grey, teal, yellow, and red, creating a maze-like or architectural appearance.

High Bull

One student is “it”. He chases the other students. To be safe from being caught, the students must climb up onto an object (ex: chair, bench, wall bars). If a student is caught while on the ground, he/she is “it”.

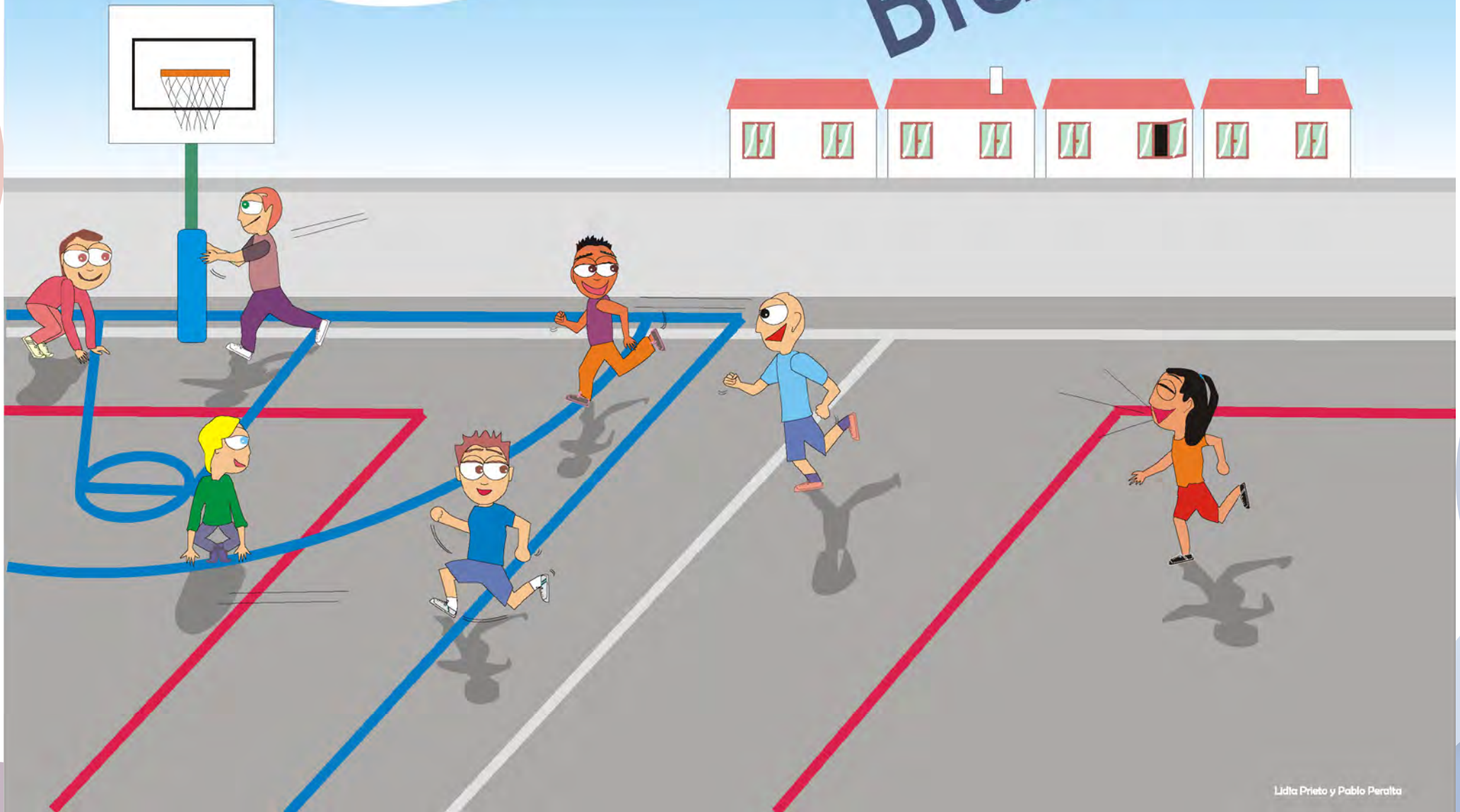


The background features a complex pattern of overlapping, colorful geometric shapes. On the left, there are several overlapping circles in shades of orange, red, and purple. The central and right portions of the page are dominated by large, thick, zig-zagging lines in shades of grey, teal, and red. The overall aesthetic is modern and abstract.

Bolules

All of the players make a line and stand behind the starting line. The last player throws a small ball. Each of the players try to throw a ball as close to the small ball as possible. The player who throws the ball closest to the small ball gets a point. Each player throws the ball three times, one at a time. When this round is finished, the players go to the other end of the court and play again. The student who had the most points in the first round throws the small ball.

Blue!!!



The background features a complex, abstract design of overlapping, colorful paths in shades of blue, green, yellow, and red. These paths form a maze-like structure. On the left side, there are several overlapping circles in shades of orange, red, and purple. On the right side, there are overlapping circles in shades of blue and purple. The overall aesthetic is modern and geometric.

The Colors

One student is “it”. This student stands in front of the class, two meters away. One player from the class asks the student, “What color?” The student says a color. The class must look for an object of that color and touch it. The student who is “it” chases the class. If he/she catches a player before they touch an object, that player is “it”.





The Wall

One student is “it”. He/She stands on a central line. At the signal, the other students run from one side of the playground to the other. The student who is “it” tries to catch them, but he cannot leave the central line. If he/she touches another player, this player must stay on the line. They hold hands and try to catch the other players. When there are many players in the “wall” they can divide into two walls. The game ends when all of the players are part of the wall.

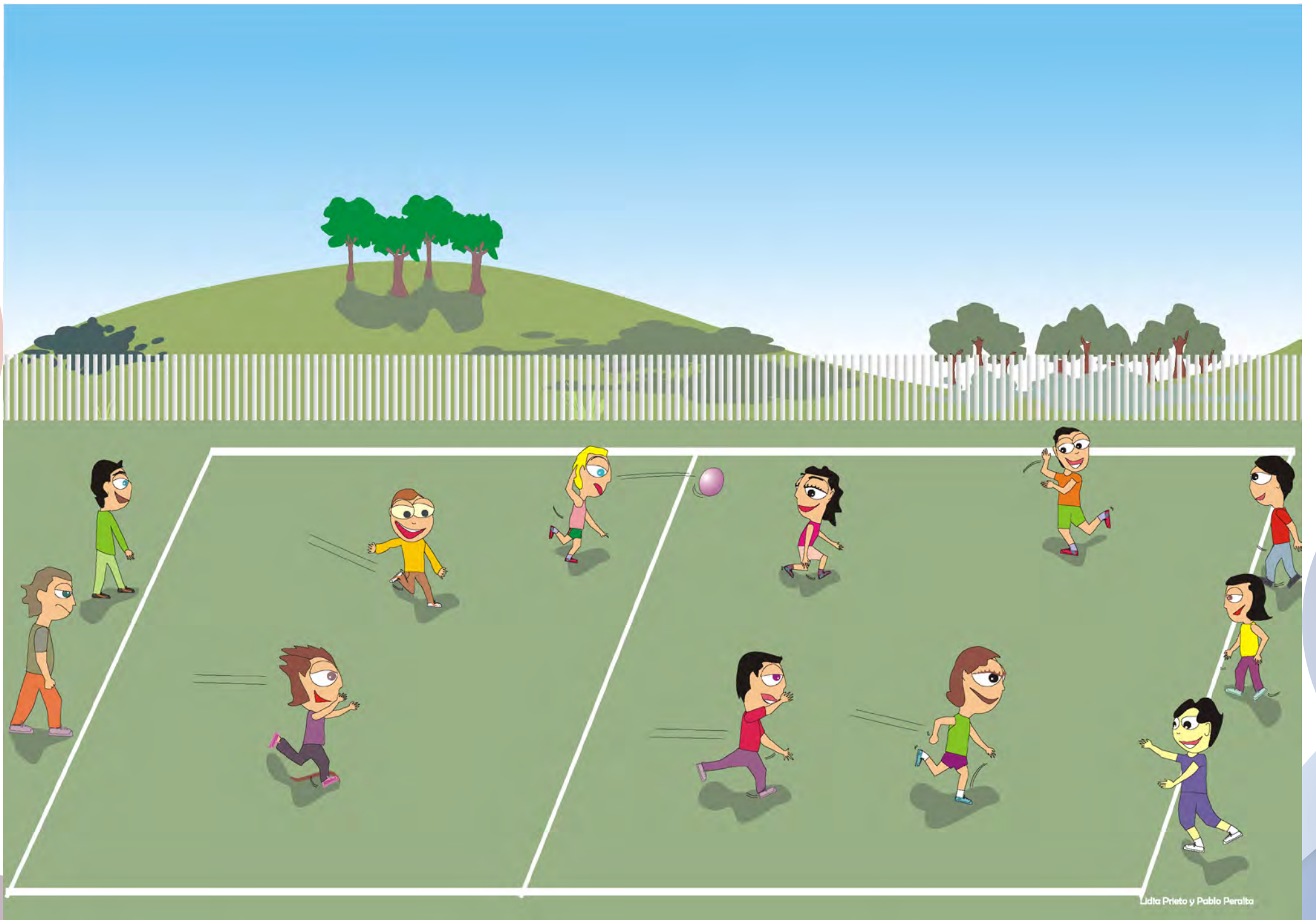


Who has the ball?
!!!!!!!!!!!!!!!!!!!!!!!!!!!!



Who Has the Ball?

One student is “it”. This student turns around and throws a ball over his/her head. The player that catches the ball puts the ball behind his/her back. The other players stand next to this player making a wall. When the ball is hidden the students say, “Who has the ball?” The student who threw the ball turns around. He/She guesses who has the ball. If he/she guesses correctly, that student is “it”.



Prison Ball

The game is played on a rectangular playing field with a central line. The class is divided into two teams. Each team has one side of the playing field. Each team has one player in the prison of the other teams' playing field.

The players try to hit players of the other team with a ball. If a player is hit before the ball touches the ground, he/she goes to the prison of the other team. When a player goes to the prison he/she takes the ball and tries to hit a player from the other team. If he/she hits a player from the other team he/she is safe and returns to his/her playing field.

The players who start the game in prison return to the playing field as soon as a player from his/her team is eliminated.

Players in prison eliminate players from the other team. However, they can only leave the prison if there is another player in prison.

A player can throw the ball at the other team or throw the ball to members of his/her team that are in prison.

When the ball goes out of the playing field, the student who picks up the ball throws it.

If a player catches the ball he/she is not eliminated.