

# PLAY GAMES WITH PEBBLES

If you have some pebbles or stones, then you can play all these games.

## Hopscotch

Draw the grid on the ground with chalk. Then, play this game on your own or in a group taking turns. If you step on a line, stumble or put the wrong foot down, you have to start again.

The grid



Throw a pebble onto square 1. Hop over square 1, and land on 2 on one foot...



Hop again and land with your left foot on square 3 and your right on 4...



Hop onto 5, 6 and 7, then hop onto 8. Jump around, then hop back to 2. Pick up the pebble...



Then hop onto 1 and hop off the end of the grid.

Next, throw the pebble onto square 2 before hopping along the grid. This time you have to hop over square 2. Hop back, stopping at squares 3 and 4 to pick up the pebble.

Keep playing until you have thrown the pebble onto all the squares. Hop up and down the grid each time. Remember to hop over the square that the pebble is on and pick it up on your way back.

## On target

Any number of players can play this game, but first you need to make a target...

1 Stick two sheets of newspaper together with tape.

2 Draw a small circle in the middle before adding two bigger circles around it.

Write numbers on the target for scores.



You could draw the target in damp sand if you're on a sandy beach.



3 Then, try to throw pebbles inside the target's rings.

## Nim

Nim is a game for two players.

1

Place 16 pebbles in four rows like this:



If you've got no pebbles, you can even play Nim with a pen and paper. Draw circles in rows and cross them out, to take them away.

2

Take turns removing as many pebbles as you like – but only from one row at a time. The winner is the person who forces the loser to pick up the last pebble.

## How many in hand?

Hide up to five pebbles in your hand and make a fist. Then, challenge people to say how many you're holding. If they guess correctly, they score a point. If not, you score instead. Keep playing until someone has scored 5 points.



Try to trick your opponents... Make a fist with an empty hand.

Squeeze your hand tightly or gently to disguise how many pebbles you're holding.

## Toss, pick up, catch

Play this game on your own using one hand only.

Keep your other hand behind your back.



1 Place five pebbles on a table in front of you.

2 Toss a pebble in the air; then quickly pick up another pebble and catch the first pebble before it lands.

3 Put one pebble aside.



4 Repeat steps 2 and 3 until you've picked up all the pebbles.

5 Now try tossing a pebble and picking up two, three or four pebbles together before catching the first.

This game is also known as jacks or fives.



The ancient Romans and Greeks played a game like this with small bones from the legs of sheep called astragalus bones.



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# PLAY TAG

There are hundreds of versions of the chasing game 'tag'. Here are just a few to try with *at least* three friends. Choose someone to be 'it' before you play each game.



## Classic tag

Everyone runs around while 'it' tries to 'tag' or touch them. If you're tagged, you become 'it' and the game continues.

## Human chain

As players are tagged they link hands with the person who's 'it' to form a chain. Everyone in the chain works together to catch the remaining players. The last one left wins.

## Bandage tag

All players can tag or be tagged. If you get tagged, put a hand on that spot for a 'bandage'. If you're tagged again, make another bandage with your other hand. The third time you're tagged go to the 'hospital' - lie down and count to ten before joining back in.



## Meltdown tag

After 'it' tags you, lower your body to the ground slowly, as if you're melting. If you're touched by another player before you reach the ground, you're free, otherwise you become 'it'.

## Bumper tag

To tag players in this game, you have to bump into them with your hips.



## Shadow tag

Play this version when it's sunny. 'It' tags players by stepping on their shadows. If 'it' steps on your shadow, you have to freeze until someone else frees you by stepping on your shadow.

## Category tag

First choose a category, such as 'sea creatures'. If you're tagged, you have to shout the name of a sea creature before you can move again. Players can't repeat names that someone else has used. The game ends when all the players are standing still and no one can think of any new names.

Can you come up with your own rules for other versions of tag?

## Stuck in the mud

If you're tagged, stand still with your legs apart. You can only be freed by another player crawling between your legs. The last person left wins.

Now try these outdoor games, too...

## Hopscotch

You can play this by yourself or in a group taking turns. If you step on a line, stumble or put the wrong foot down, you have to start again.

1

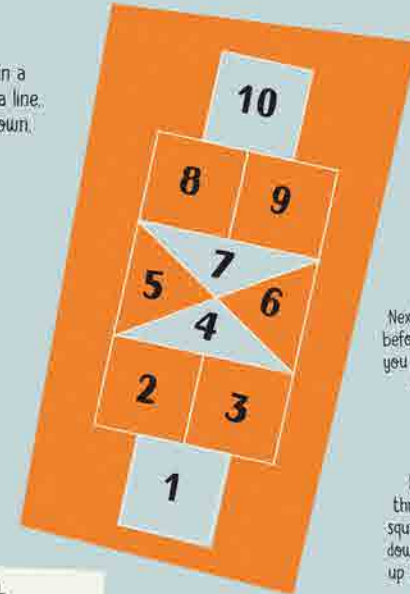
Draw the outline of this grid on the ground with chalk, then throw a pebble onto square 1.

2

Now hop over square 1 and land with your left foot on square 2 and your right foot on square 3.

3

Hop onto triangles 4, 5, 6 and 7 then land with your left foot on 8 and your right foot on 9.



4

Hop onto 10, then jump around and hop back, stopping at squares 2 and 3. Pick up the pebble, then hop onto 1 and hop off the grid.

5

Next, throw the pebble onto square 7 before hopping along the grid. This time you skip square 2. Hop back, stopping at square 3 to pick up the pebble.

6

Keep playing until you have thrown the pebble onto all the squares and triangles. Hop up and down the grid each time and pick up the pebble on your way back.

## Human knot

Try this with several friends.

Stand shoulder to shoulder in a circle. Then, hold up your right hands, all at the same time, and grab someone else's right hand at random. Repeat with your left hands. Your arms should now be tangled up.



How quickly can you work together to untangle the knot, so you're all able to stand in a ring, with arms outstretched? You can twist, turn, move and bend your arms and bodies any way you like, but you can't let go of each other's hands.

## Hot and cold

Find a small object to play this game with, such as a coin or stone, then choose someone to be the seeker.

1

The seeker looks away while someone else hides the object.

As the seeker gets further from the object...

cold very cold

2

The seeker then has to try to find the object. Everyone else calls out clues to tell the seeker how near or far away the object is.

freezing!

As the seeker gets closer to the object...

warm

3

Keep calling out clues until the seeker finds the object.

steamy

boiling!