

THE ODD ONE... IN



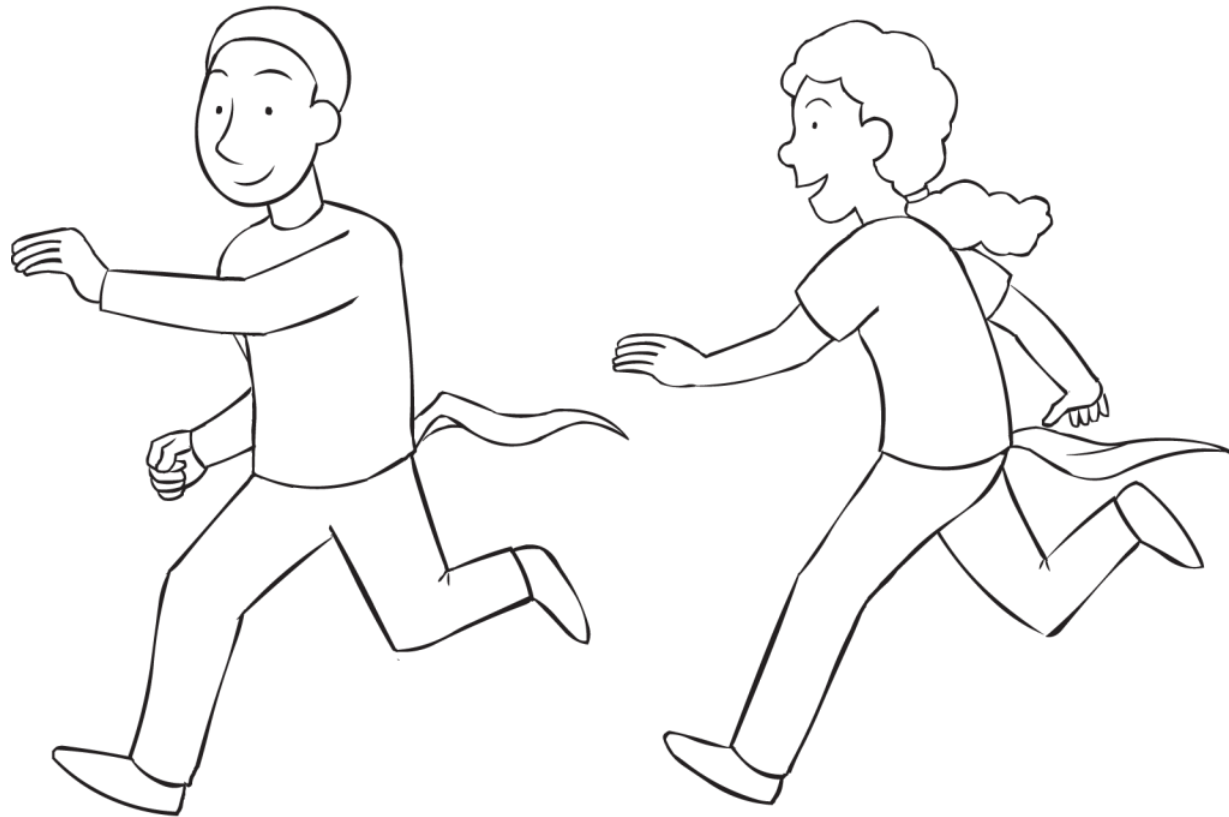
Ciuciubabka



Rules

- Number of players: 3 and more
- Age 4+
- Equipment: Blindfolds (scarf, piece of cloth, etc...)
- Choose one child to be blindfolded. He is Ciuciubabka.
- Other children spread around “the blind child” who tries to catch other players. Sound is the only way “the blind child” can know where the other players are. So they can may call “Ciuciubabka”!
Or “Catch us”!
- If Ciuciubabka catches someone, that person wears a blindfold and becomes “the blind child” - Ciuciubabka

Tail tag



Rules

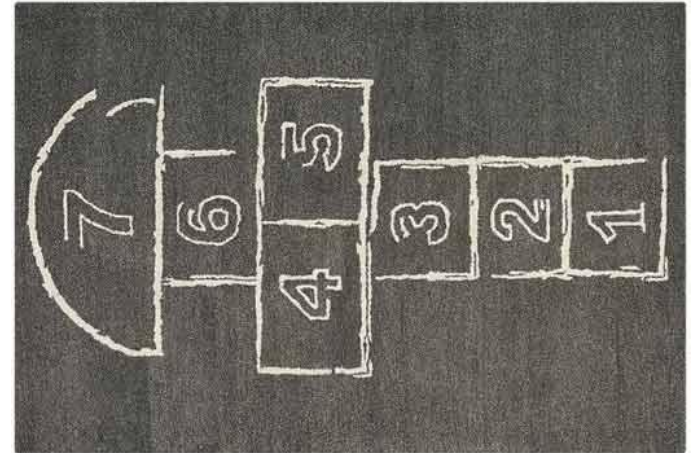
- Number of players: 4 and more
- Age: 5+ years. You'll need 4 or more players.
- Equipment needed: One sock, bandana or small fabric square for each child. Each child tucks a tail into the back of their shorts.
- The children run around the play space trying to capture the tails of the other players whilst keeping their own tail safe.
- If a child's tail is captured, they perform a pre-agreed fitness activity – e.g. 5 jumping jacks or hop on the spot 5 times. They can then re-join the game, trying to capture a new tail from another player.
- Play ends after a specified time period or when one child captures all of the tails.

Class



Rules

- Number of players: 2 and more
- Age: 6+
- Equipment: chalk, pebble
- Players draw the shape of the class:
- and



The game consists of passing through eight fields, throwing the pebble into the next fields, jumping and keeping on one leg. The participant throws the pebble into the first field, jumps into the field, raises the pebble, jumps the rest of the fields and jumps out, so he tries to complete all eight fields . If the player tempts, the next person will start the queue. We do not start the next queue from the 1 fields, but from the one on which we tempted.