

Games for Playleaders

Follow the leader

May I

Farmers in his den

Hot potato

Dusty bluebells

Hopscotch

Peep behind the curtains

Hokey cokey

Oranges and lemons

Happy and you know it

What time is Mr wolf

Captains coming

Follow the Leader

Choose someone to be the leader.

The leader then starts to walk around and does different actions.

The children must follow in a line and they must copy what the leader does.

Take it in turns to be the leader.





The Farmers in his Den



Join hands and make a circle.

Choose someone to be the farmer.

The farmer stands in the circle and the circle turns clockwise...the children sing,

The farmers in his den, the farmers in his den

Eei aye adio, the farmers in his den.

The farmer wants a wife, the farmer wants a wife

Eei aye adio, the farmers wants a wife.

(the farmer then picks a wife)

repeat using.....

The wife wants a child....

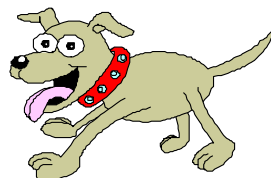
The child wants a nurse....

The nurse wants a dog....

The dog wants a bone....

All the circle gently pats the bone on their back.

The game starts again with the bone being the next farmer.





Dusty Bluebells

Pick 1 person - the rest stand in a circle.
get them to put their hands up high - still with their
hands joined.

Sing the song....

In and out the dusty bluebells
In and out the dusty bluebells
In and out the dusty bluebells,
Who will be my master?

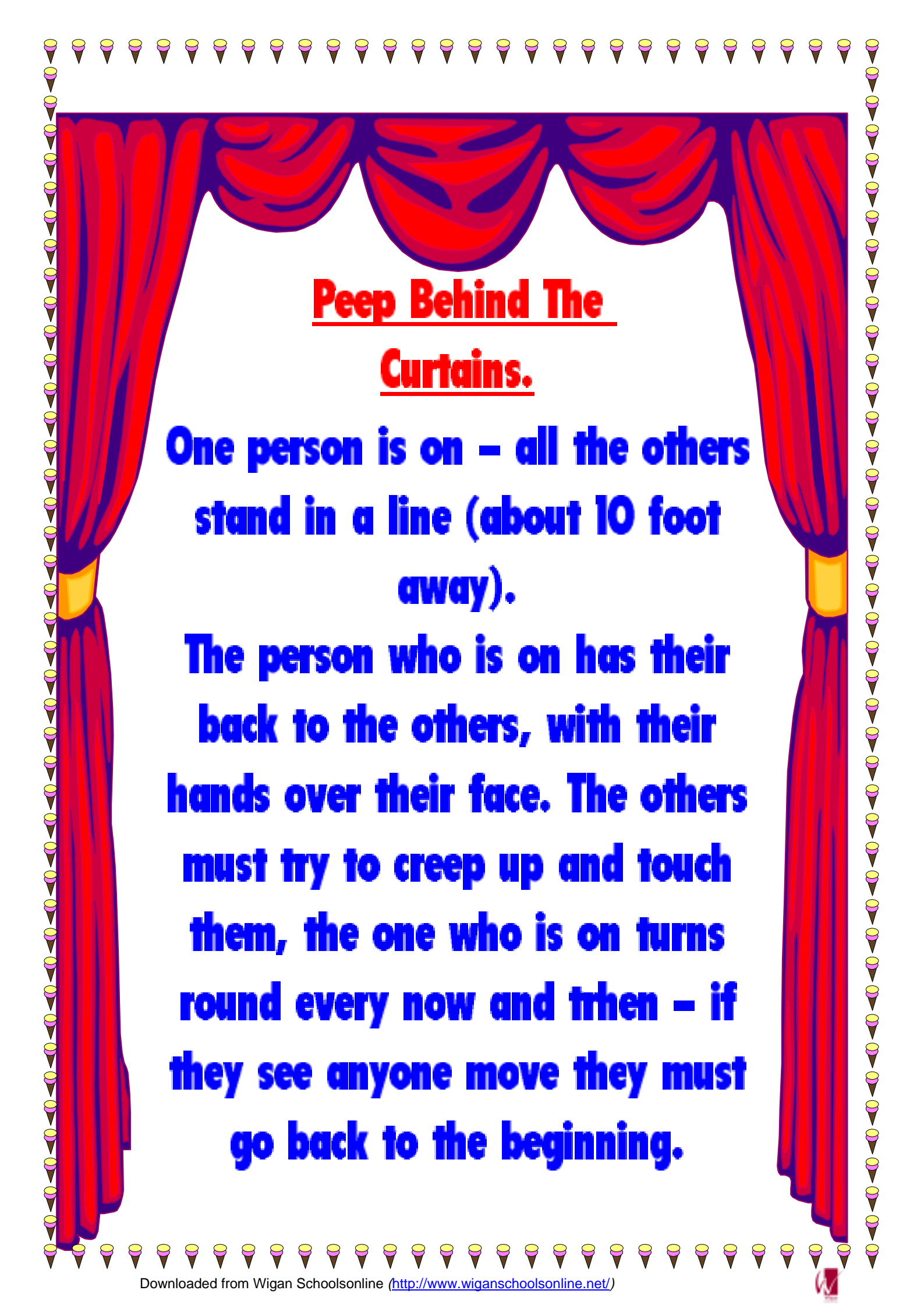
The person who was chosen walks in and out of the
children in the circle during this.

They stop behind someone in the circle and put their
hands on their shoulders - this person then sings....

Tippy tippy tap toe on my shoulder
Tippy tippy tap toe on my shoulder
Tippy tippy tap toe on my shoulder,
I will be your master.

This person then joins the other person (holding their
waist) and they repeat as before, until there is only 1
person left in the circle - they then begin the next
game.





Peep Behind The
Curtains.

One person is on – all the others stand in a line (about 10 foot away).

The person who is on has their back to the others, with their hands over their face. The others must try to creep up and touch them, the one who is on turns round every now and then – if they see anyone move they must go back to the beginning.

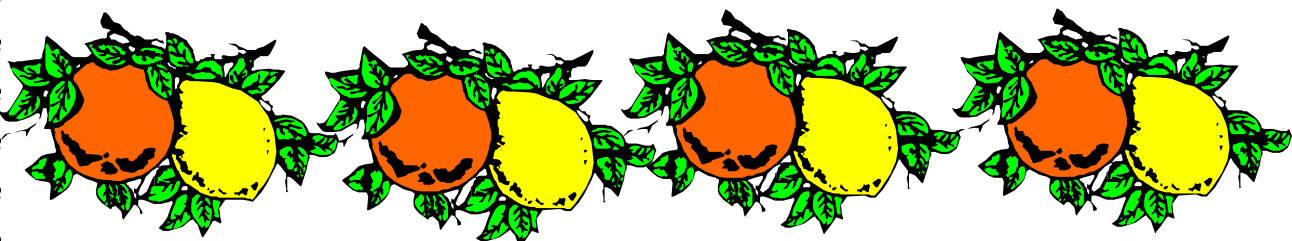


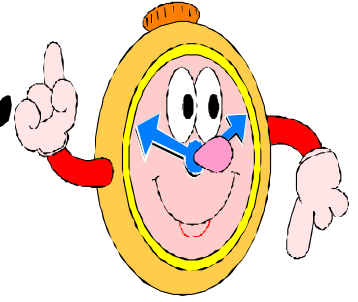
Oranges and Lemons

**From the group pick 2 children.
They stand opposite each other with their
hands joined (making a tunnel)
The others go through the tunnel - 1 at a time,
while singing.....**

**oranges and lemons
say the bells of St. Clements
 you owe me 5 farthings
say the bells of St. Martins
 when will you pay me?
say the bells of Old Bailey
 when I am rich
say the bells of Shoreditch
here comes a candle to light you to bed
here comes a chopper to chop off your head.**

**The person going through the bridge at this
time is 'caught' and they take a turn at being
part of the 'bridge'.**





What time is it Mr Wolf ?

Choose 1 child to be Mr Wolf
-the rest of the children line
up away from him.

The children shout "what time
is it Mr Wolf? - Mr Wolf might
say "it's 4 o'clock !"

The children would then take
4 steps.

This goes on until the wolf
shouts "it's dinnertime!"

The children have to get back
to base before the wolf
catches them. The person
who gets caught is then the
wolf.



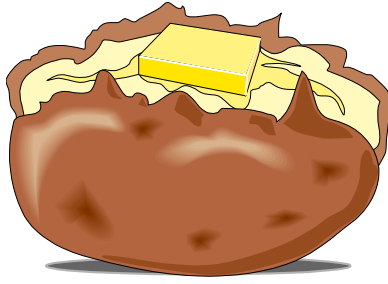


May I ?

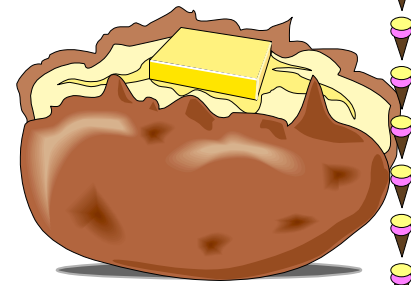
One person is on - they give all the others a day of the week, a colour or an animal name, etc.

The person who is on might say "monday, take 3 steps forward".

If 'monday' moves without saying "may I ?" they must go right back to the beginning.



HOT POTATO



You need a ball to play this game – or a bean bag.

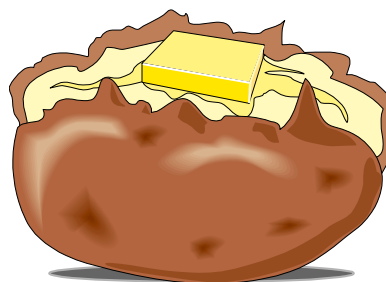
Get everyone to stand in a circle.

Pass the ball round singing.....

Hot potato pass it round pass it round
Hot potato pass it round – get rid of the hot potato

10,9,8,7,6,5,4,3,2,1.

The person holding the potato (the ball)
when you say 1 is out!

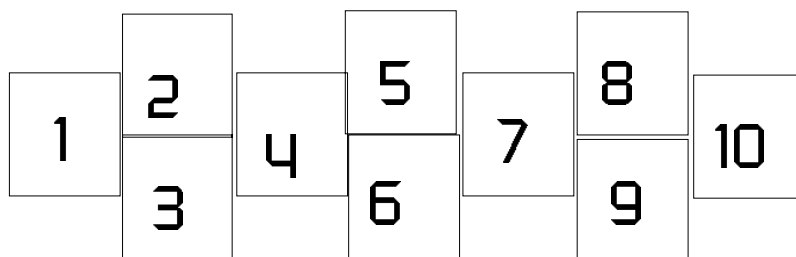


Hopscotch

Use the hopscotch on the playground and a bean bag.

Everyone takes a turn at throwing the bean bag - you have to aim for 1 to begin with, if you land on it you must then 'hopscotch' missing that number out (you have to remember to pick the bean bag up on the way back).

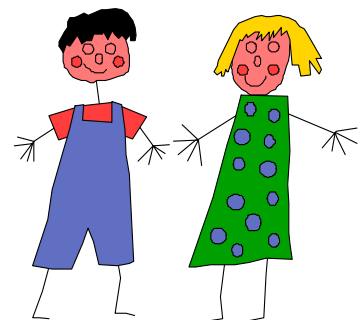
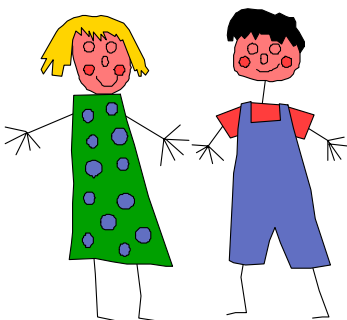
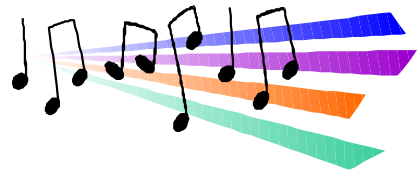
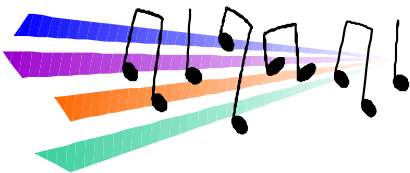
It then goes to the next person, if you don't land on the number your aiming for you have to miss a turn. The game continues until you have landed on every number.

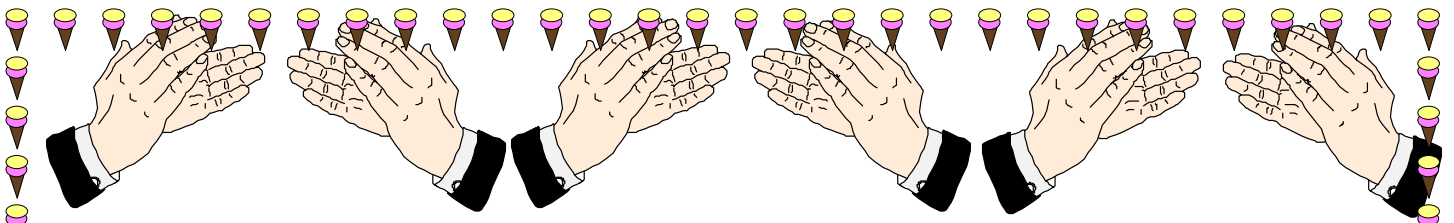




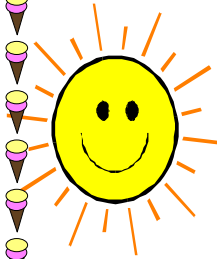
Hokey Cokey

Get the children to stand in a circle - this can be done by getting them all to hold hands.
Start to sing the song and show them the actions.
You put your right leg in, your right leg out,
In out, in out, shake it all about.
You do the Hokey Cokey and you turn around.
That's what it's all about.
Oh Hokey Cokey Cokey
Oh Hokey Cokey Cokey
Knees bend, arms stretch rah! rah! rah!
Carry on with left legs, arms etc. until you get to....you put your whole self in.



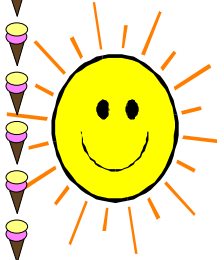


Happy and You Know it.

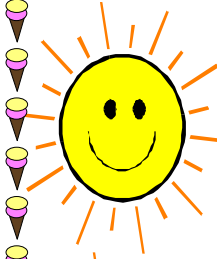


If you're happy and you know it clap your hands (clap, clap).

If you're happy and you know it clap your hands (clap, clap).

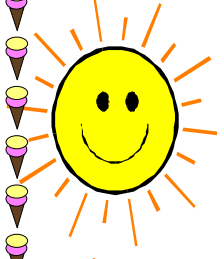


If you're happy and you know it and you really want to show it if you're happy and you know it clap your hands (clap, clap).

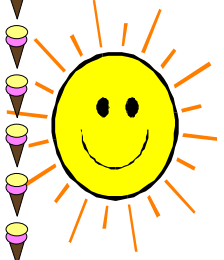


If you're happy and you know it stamp your feet (stamp, stamp).

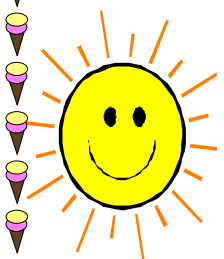
If you're happy and you know it stamp your feet (stamp, stamp).



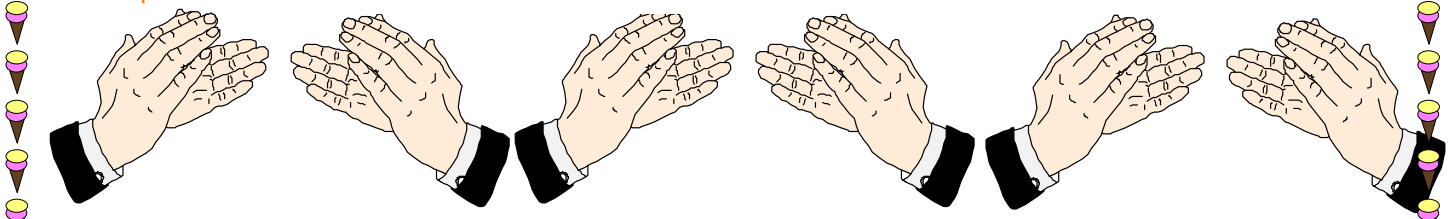
If you're happy and you know it and you really want to show it if you're happy and you know it stamp your feet (stamp, stamp).



If you're happy and you know it nod your head.....



If you're happy and you know it say we are.....



Captain's Coming



Get all the children to stand in a space.
Pick somebody to be the Captain – the Playleader may take this role to begin with.

All the children must stay still and only do what the 'Captain' says.

There are some options to use.....

Captains coming – stand up straight, legs together and salute.

Stand at ease - legs apart, hands behind your back.

Climb the riggings – pretend to climb upwards.

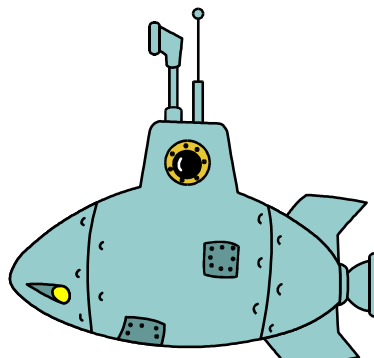
Scrub the deck – crouch down and pretend to scrub the floor.

Cannonball – crouch down in a ball, watch the floor if it's wet!

Submarine sighted – crouch down and raise one arm.

The captain then goes on to shout out commands that the rest must follow – if someone is out they must stand with one of the Playleaders and watch for the others who might make a mistake.

The next Captain could be the one left at the end!



A decorative border of ice cream cones surrounds the page. The cones are arranged in a rectangular frame, with a row of cones along the top, bottom, and sides. Each cone has a yellow top, a pink middle, and a brown bottom.

Add Your Own Games

