

Games



Play large group games.
(25 minutes)

MATERIALS NEEDED:

- ☐ Chairs

LARGE GROUP GAME: SHIP TO SHORE

Materials: None needed

How to play: The objective is to be the last remaining player by successfully following commands and avoiding elimination. Designate one side of the playing area (e.g., gym or field) as “Ship” and the opposite side as “Shore”.

Players begin standing in the center of the area between “Ship” and “Shore”. The game leader will call out different commands. When the leader calls “Ship”, all players must run to the “Ship” side of the playing area as quickly as possible. The last player to reach the “Ship” side is out. When the leader calls “Shore”, players must run to the “Shore” side. Again, the last player to arrive is out. (Note: the leader can make it interesting by saying “Ship” while pointing to shore and vice versa. The leader can also say “Ship” and then immediately say “Shore” before any player can reach “Ship”. These tweaks keep the players moving and engaged.) In addition to “Ship” and “Shore”, the leader can call out the following commands. The last player (or group) to complete the action will be out:

- **Captain’s Coming:** Players stand at attention and salute. They must hold the salute until the leader says, “At ease.” Anyone who moves before “At ease” is called is out.
- **Hit the Deck:** Players lie flat on their stomachs.
- **Captain’s Table:** Players form groups of four, sit in a circle, and pretend to eat.
- **Crow’s Nest:** Players form groups of three, stand back-to-back, and link arms.

The game continues with various commands until only one player remains. That player is the winner!

Pro Tips

- Encourage students to be aware of their surroundings and maintain a safe distance from others while running.
- Ensure the floor is clear of any objects that could cause tripping.
- Emphasize controlled, but quick, movements rather than reckless running.
- Consider using soft flooring (e.g., mats) in areas where falls are more likely.

LARGE GROUP GAME: FRUIT BASKET TAG

Materials: None needed

Object of game: Be the last player tagged

How to play: Each player will be assigned to be one of the following five fruits—apple, peach, pear, orange, or mango. If you have a smaller group, assign less of a variety of fruit. Then have each team go to one of the four corners of the room. Choose two people to be “it”. The players who are “it” will stand in the middle of the room. Call out one of the five fruits. Those people who are that fruit will have to run to the opposite corner (diagonally) of the room. While they are running, the people who are “it” will try to tag them. If they get tagged, they are out, and will be “it”. The game’s leader may call any fruit or may call, “Fruit Basket Upset,” and then all the fruits run. The leader may also call two or more specific fruits (e.g., apple and orange). To win, a student must be the last player tagged.

LARGE GROUP GAME: FRUIT BASKET UPSET

Materials: Chairs

Object of game: Find a new seat when your fruit is called

How to play: Arrange chairs or carpet squares in a circle, with one fewer than the number of players. Assign each player a fruit name (e.g., apple, banana, orange, kiwi, peach). Make sure there are at least two players for each fruit.

One player starts in the middle of the circle. This player is “it.” The player who’s “it” calls out the name of a fruit (e.g., “Apples!”). All players assigned that fruit must quickly stand up and find a new seat. They cannot sit back down in their original seat or the seat directly next to it.

While the players are moving, the person who is “it” also tries to find a seat. The player left without a seat becomes the new person who’s “it”. Occasionally, the one who’s “it” can call out “Fruit Basket Upset!” When this happens, all players must find a new seat. Players must move quickly but safely. Players cannot push or shove others out of the way. If a player is caught not moving when their fruit is called, they become “it”.