

Games



Play large group games.
(25 minutes)

MATERIALS NEEDED:

- Large, lightweight ball (e.g., beach ball or playground ball)
- 2 goals (cones, chairs, or any markers to define the goal area)
- Ball or frisbee

LARGE GROUP GAME: CRAB SOCCER

Materials: A large, lightweight ball (e.g., beach ball or playground ball), two goals (can be cones, chairs, or any markers to define the goal area)

Object of game: Get the ball in the goal to score

How to play: Set up a rectangular playing area with goals at each end. The size of the field can vary depending on the number of players and available space. Divide players into two equal teams. Assign each team a goal to defend. All players must move in the “crab position” during the game. To get into the crab position, players sit on the ground with their hands and feet on the floor, belly facing up and hips lifted off the ground. Players can move in any direction but must remain in the crab position throughout the game. No standing or crawling on all fours is allowed.

Place the ball in the center of the field. Players attempt to move the ball into the opposing team’s goal by kicking or pushing it with their feet while staying in the crab position. A goal is scored when the ball crosses the goal line completely. After a goal is scored, the ball is returned to the center and play resumes. No hands are allowed to touch the ball. Players can only use their feet or body to move the ball.

If the ball goes out of bounds, it is returned to play by the nearest player using a foot pass or kick. The game can be played for a set amount of time (e.g., 10-15 minutes) or until a predetermined number of goals are scored.

Variations:

- **Smaller Teams:** If there are fewer players, reduce the size of the field.
- **Time Limits:** Introduce time limits for holding the ball to encourage faster gameplay.
- **Multiple Balls:** Add more balls to the game to increase the challenge.

LARGE GROUP GAME: SAY AND CATCH

Materials: Ball or frisbee

Object of game: Say something on-topic before catching the ball

How to play: Have all the students stand in a circle. Decide on a topic to be used during the game (for example, the topic could be animals). Then, toss the ball to any student in the circle. The student must say something in the chosen topic before catching the ball (in the animal example, students could say “Elephant!”). If the student does not say something before catching the ball or does not catch it, they are out.

LARGE GROUP GAME: FREEZE TAG

Materials: None needed

Object of game: Freeze all of the other players

How to play: Choose one student to be “it”. This student has the power to freeze anyone in their tracks with a simple touch! As the player who is “it” tags people, they will freeze where they are. Other students that are not frozen can touch the frozen students to unfreeze them. Play ends when all students are frozen or when time runs out.

Variations:

- Time-Limited: Set a time limit for how long each round lasts.
- Multiple “It” Players: For larger groups, you can have two or more players as who are “it” to increase the challenge.
- Safe Zones: Designate certain areas as safe zones where players cannot be tagged, but they can only stay there for a limited time.