

GREAT OUTDOOR GAMES!



Games are an ideal way for your class to work together and get to know each other. Here are some great games that use very little equipment, are easy to set up and best of all, fun to play.



Ultimate Frisbee

Set up

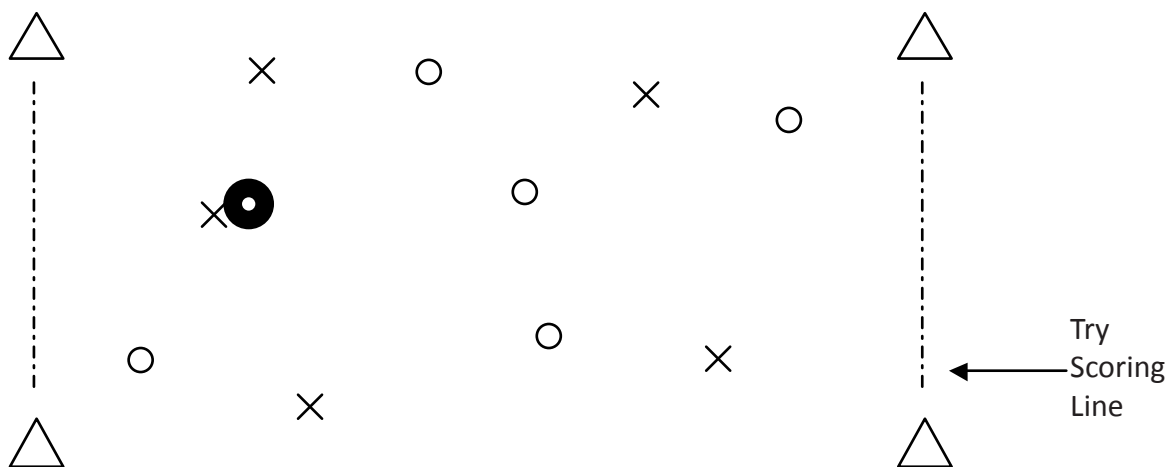
- 1 Frisbee (or vortex)
- Cones to show goal lines and field (large)
- 2 teams of even numbers – or 4 teams and run two games at once

Rules

1. Start in the middle of the area between goals.
2. One team has Frisbee and the aim is to pass this amongst their team until one person catches the Frisbee over the goal line. This will mean a goal has been scored.
3. If a Frisbee is dropped then the other team gets the Frisbee from that spot
4. Once a goal has been scored the opposite team starts from the other team's goal line.
5. Opposition must give person with Frisbee space to pass it, Frisbee may be intercepted cleanly in flight

Variations

- Use a vortex or ball instead of a frisbee



Snowball Tag

Set up

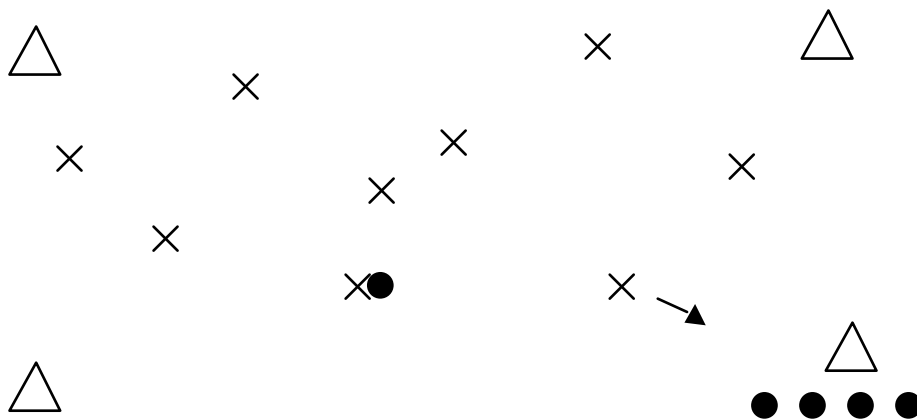
- Tennis balls – one per child (or bean bags)
- Cones to define area
- Any sized area depending on age/numbers

Rules

1. One child starts with a snowball (tennis ball), they tag others with the snowball – the ball must stay in their hand
2. Once another child is tagged they collect a snowball and become a tagger too.
3. The game 'snowballs' until every person has been caught

Variations

- For a quick restart play reverse snowball. The last person tagged remains without a ball, they then try to tag all those with a ball. Instead of collecting a ball those who are tagged return it and then help the tagger. Game goes until all balls have been returned
- Play the game on lines of a court or in more challenging environments eg playground
- Use other pieces of equipment to tag eg bean bags / or children collect team bands/bibs instead of tennis balls when tagged



Cone Skittle

Set up

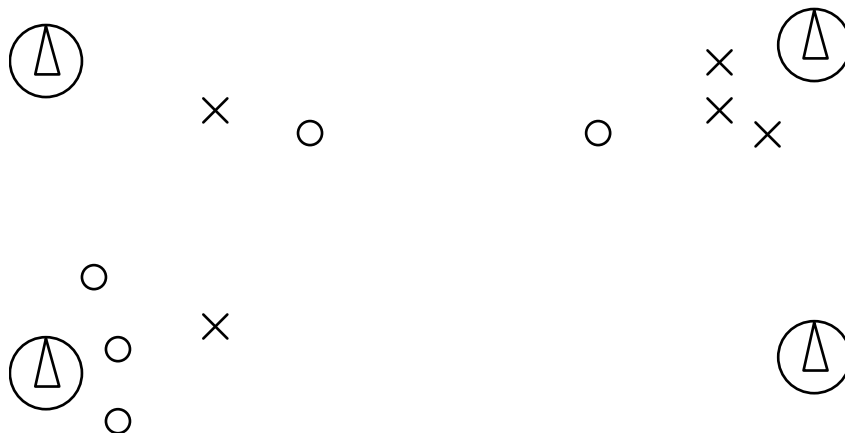
- Netball Court (1/3rd court for small teams) or coned area
- 4 large cones ('witches' hat cones) - place apart, each inside a cone, near each end of the court
- Teams of 3-7 players, smaller teams and more games = ultimate fun and action

Rules

1. Players pass the ball up the court and attempt to score a goal by knocking over or hitting one of the cones by throwing the ball at it.
2. Players can take a step with the ball but cannot run with it.
3. Defensive players attempt to block or intercept passes but they must maintain a 1m distance from the player with the ball. (cannot snatch ball).
4. Defensive players cannot stand in a hoop, crowd around the hoop or hold the cone to stop it being knocked over.
5. Play is continuous unless the ball goes out or a goal is scored.
6. Use a pass off at the defending teams end to restart the game if a goal is scored.

Variations

- With larger teams; add more cones, make the space larger, sub often giving the team a chance to talk tactics.
- Change to basketball rules eg can bounce the ball



Keep the Bucket Full

Set up

- One large container (bucket) full of tennis balls

Rules

1. Choose a thrower to throw the balls out of the bucket in any direction as high and quickly as possible.
2. The rest of the children need to catch or retrieve the balls and return them to the bucket by running with them and placing them in the bucket.
3. If the thrower can empty the bucket at any stage they win a bonus point.
4. Change the thrower frequently.

Variations

- Two throwers to throw the balls.
- Two buckets – one for the throwers to throw from and a second bucket a short distance away for retrievers to place the returned balls into. Once the thrower's bucket is empty it can be swapped for the full one.



Four Goal Football

Set up

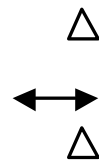
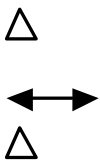
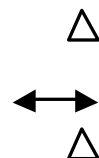
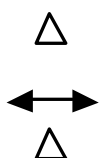
- 8 cones
- 2 footballs
- Bibs/band for the two teams

Rules

1. Divide the students in two teams.
2. The teams can score through any of the four goals, attacking the goal from either side.
3. Once they've scored through one goal they must go and try to score through a different goal.
4. There are no out for the playing area.

Variations

- Use two balls.



Touch Piggy

Set up

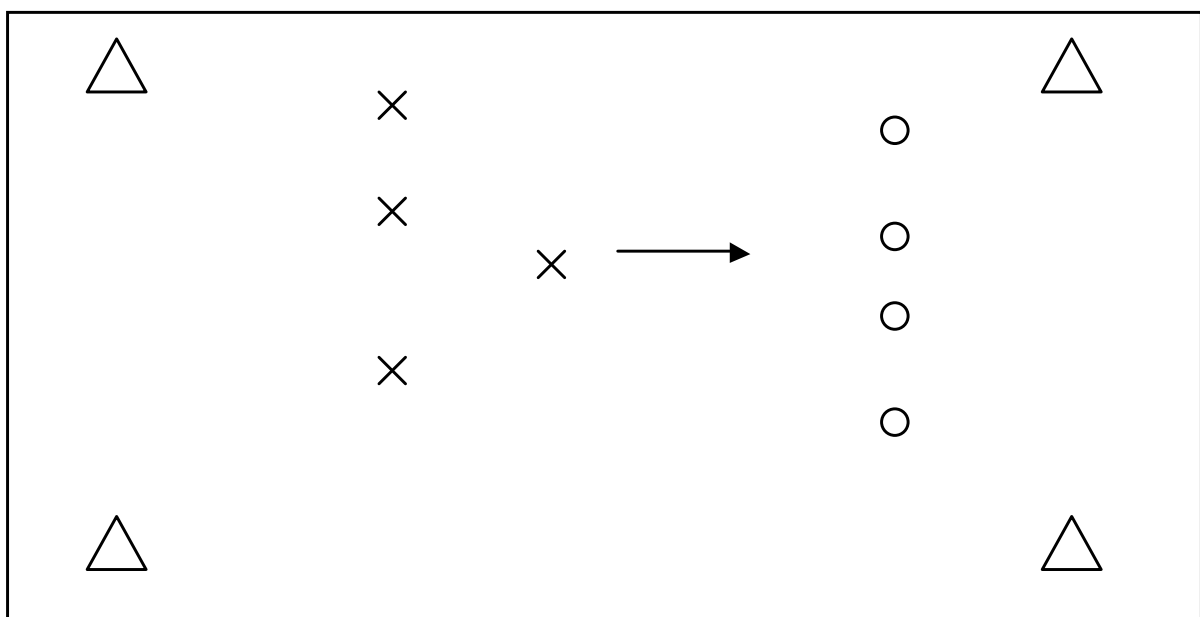
- 4 cones to mark the playing area

Rules

1. Students are divided into two teams.
2. One member from a chosen team starts by standing at the midway point.
3. That child aims to run forwards towards their goal line without being tagged by the opposite team.
4. If that child gets tagged, the person who tags them is 'it' and then runs towards their team's goal line.
5. That child continues till they get tagged, and so forth.
6. Teams get a point when an 'it' from their team crosses their team's goal line.

Variations

- Instead of using cones choose a landmark (eg tree or fence) that teams have to run to, to earn a point.



Crab Football

Set up

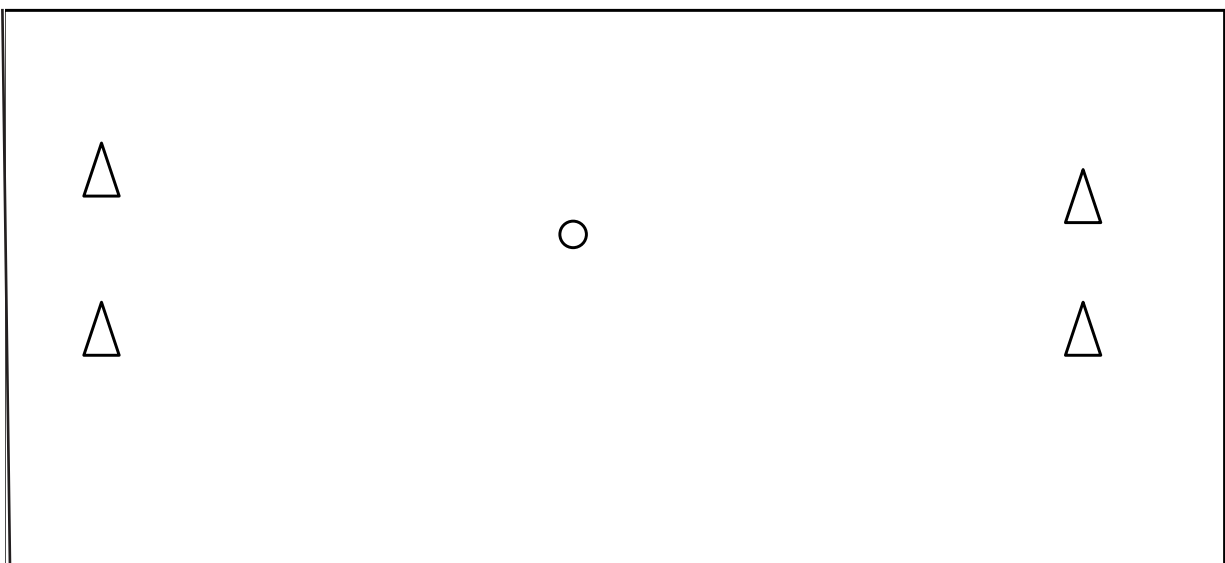
- Football (or any round ball)
- Four cones to mark the goals

Rules

1. Students are divided into 2 teams
2. All students are to move only on their hands and feet with their tummy's facing up (no standing)
3. Teams try to kick the ball between their goal to get a point.

Variations

- Play with a swiss ball, beachball or balloon.
- Have no outs or off sides



Dodge Ball

Set up

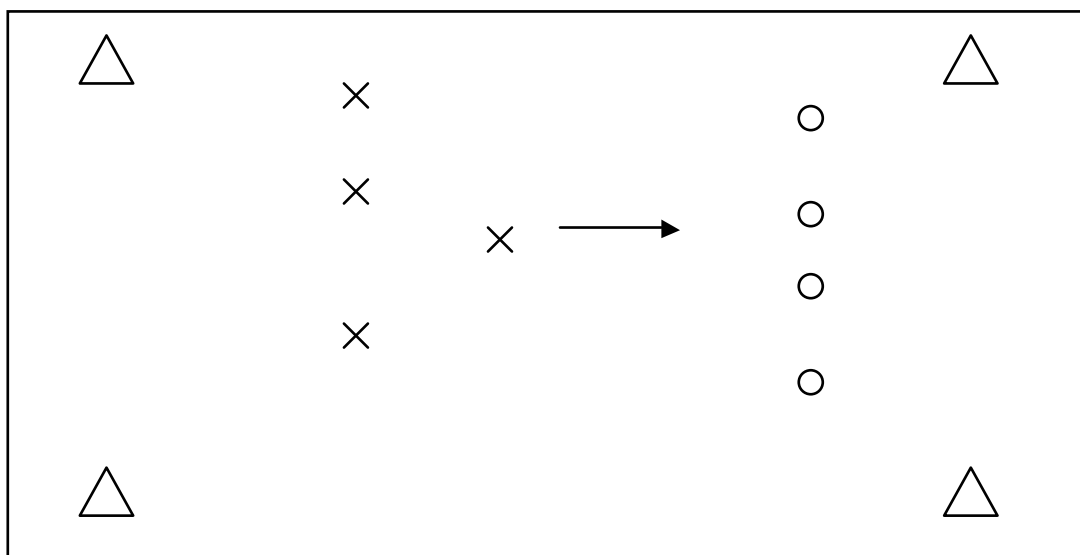
- 5 Dodgeballs
- Cones

Rules

1. Divide students into two or three teams
2. Players must never cross the dividing line
3. First team to completely eliminate the opposing team wins
4. To eliminate a player you must hit them with a ball on the full or catch a ball they have thrown
5. Players holding a ball may use it as a shield to deflect a ball thrown at them
6. For a fast game have a rule that a ball can only be held for 10 seconds before it must be thrown
7. Head shots do not count as out. Players who hit someone in the head must sit out the current round
8. Once a player is hit they must line up on the sideline for the remainder of the game
9. If a teammate catches an opposing player's throw then the person at the front of the elimination line is allowed to return to the game

Variations

- **Circular dodge ball** – Have an attacking team on the outside of a circle and a dodging team on the inner. Time how long it takes the attacking team to eliminate the team inside the circle. Swap teams over and see who can get the quickest time



Turbo Touch

Set up

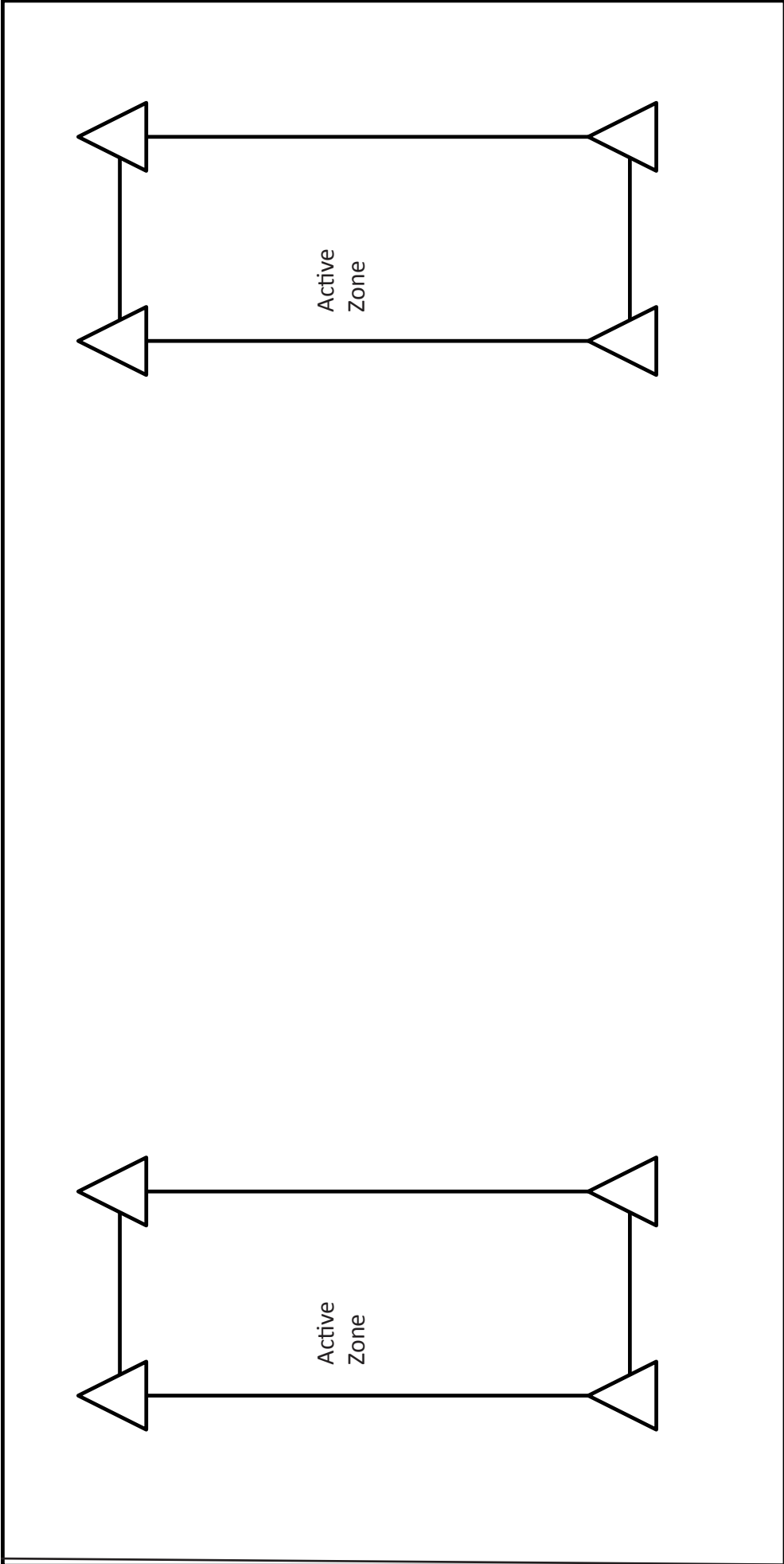
- Touch Ball
- Team Bands
- Cones

Rules

1. Divide students into Two or Three teams (two teams on the field playing)
2. The attacking team begins play by taping the ball with their feet and passing or running with the ball from a mark behind their Active zone towards the oppositions Active Zone
3. The attacking team have to have two passes to different team members before their active zone becomes open for them to be able to score a touchdown by forcing the ball on the ground. If they get touched by a defender then they are required to once again complete two passes before the active zone is once again declared open. Passes can be made in any direction similar to netball
4. When touched by a defender the person with the ball will place it on the ground and tap it with their foot before passing it to another team member
5. The defenders begin the game or a restart from a try behind their active zone and have to wait 5 seconds before they can try to go after the person with the ball
6. Defenders touch the player with the ball and must then get back 2 metres in all directions from the tagged player to enable them room to tap and pass the ball
7. Once the third touch by the defending team has occurred then the ball is handed over to the other team and play restarts with a tap
8. Other handovers of the ball occur if attacking players are camping (waiting) inside the Active zone and catch the ball, or if they drop the ball, run over the side line with the ball, or pass it once tagged by a defender without stopping and taping it correctly with their foot
9. If the ball is intercepted by a defender the active zone becomes open immediately and try can be scored without any passes required

Variations

- Increase the number of touches from three to four
- Instead of handing over possession of the ball when it is dropped, count the drop as a touch
- Increase the field size



Ti-Uru

Set up

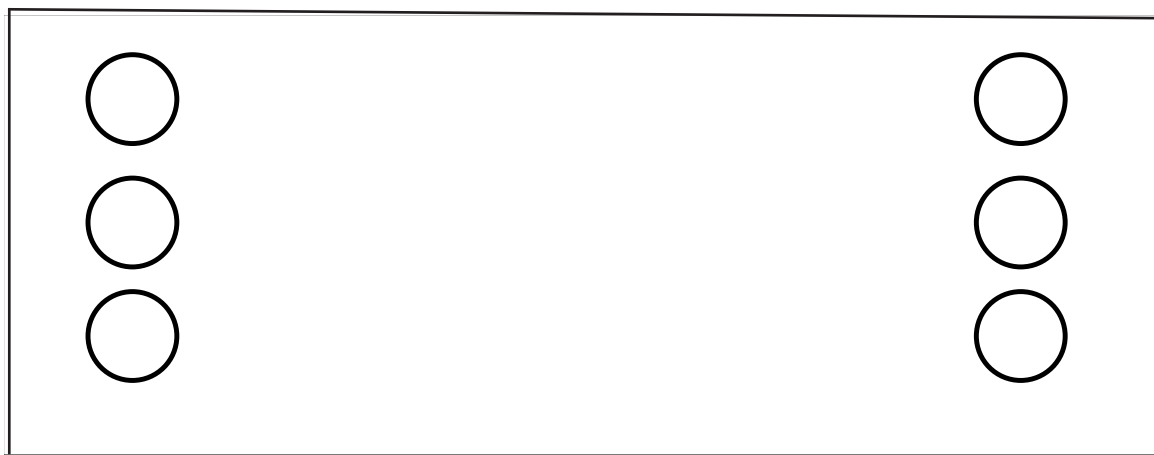
- Ball, 6 dots/carpet squares (or something similar)

Rules

1. The game is started by the 'ref' or teacher having a toss up between two opposing players.
2. Players pass the ball between each other until one of their team mates is able to secure a dot.
3. Players are allowed to push a player off the dots thereby not allowing them to score or get rid of a dot.
4. There are no outs.
5. The aim of the game is to try and get rid of your dots by catching the ball while standing on a dot. Both feet have to be placed on the dot.
6. You are allowed to have full contact between the players (teachers' discretion) and the players can knock the ball out of a persons' hand.
7. You can only pass and catch the ball with one hand.

Variations

- Play with a large ball and allow two handed catches
- Dots may be spaced out throughout the court



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