

20 GREAT ASPHALT GAMES

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GAMES REQUIRING STENCILS (Stencils available from Bill Allan)

1. Hopscotch with Home

Using a pebble or a small object as a marker, the first player will throw it into square 1. They must then jump over this square and proceed through the numbers until they reach the end where they have to turn around and hop back through the course. Remember when there are two numbers side by side, you can put both feet down at the same time! Once completing the course with your marker in position 1, you must throw your rock into square 2 and proceed just as before, however this time make sure you jump over square 2 as this is where your marker is. The player will then continue in this manner until he or she reaches the end or until this player either misses the appropriate square with the marker, or if they're foot touches a line. If either of these things happens, the player loses their turn and the next player has a go. The first player to have successfully hopped all the way through the course is the winner!

2. Alphabet Hopscotch

This game can be played in one of two ways. The first and most common way of playing this game is to jump from A to B, B to C, C to D, and so on without touching any of the lines until reaching the end of the alphabet. This way could be more challenging for younger children as some of the letters could be placed quite a distance from one another and some may not be able to jump that distance!

The second way that can be used to play this game is to spell names, places or things and spell them out by jumping to each letter. This way can be played by anyone as the difficulty of the words can increase or decrease depending on the age of the children.

3. Snail Hopscotch

The first player proceeds to jump from box 1 to 10 on either their right or left foot or then return backwards through the numbers on their opposite foot. After completing the run successfully from 1 to 10 and back again, this player may put his initials in a box of his choice, thereby preventing anyone else from stepping in it and complicating the game a little more. Now, each time a player hops the course, they must avoid hopping on those squares which have their opponents' initials in them, only hopping on those squares that they have marked with their own initials or those squares that have yet to be marked. Being able to jump into their initialed squares with two feet, these blocks serve as somewhat of a resting square. However, there are still ways in which a player will lose his turn including if he or she steps on a line or if a player jumps into a square that is not marked with their own initials. The winner of the game is determined when there are no more squares to place initials in, and that person who has the most initials in the squares in the court is declared the winner.

4. Four Square

One player starts in each box. The server starts in the outer corner of Box 1, bounces the ball once, and bats it open-handed into another square. Receiver lets it bounce once and bats it into another square. (Ball cannot be hit downward at any time.) The game continues until someone commits a fault: stepping over a line, missing the ball, hitting a line, ball goes out of bounds, player is hit by a ball. When a fault is committed, that player leaves the game and players advance up a number box and a new player enters in Box 4. If no other players are waiting to play, the player who committed the fault goes into Box 4 and other players advance.

5. Bull's Eye Toss

The common way of playing this game is to throw a bean bag (or stone) from the numbers 1 – 5 to the target or bull's eye in the center. The higher the number hit, the more points scored. Players take turns throwing from either of the spaces from 1 to 5. Children keep score to determine the winner.

6. Playground Calculator

To begin the game, the player must jump on the "on" square. Next, the player must jump on any number from 0-9 based on what question they decide to ask their opponents. For example, let's say that the player jumps on the number 6. Next, the player jumps onto the "x" sign, making this a multiplication problem. Then this player jumps on another number of their choice. Let's say that this number is 3. This player then must jump onto the "=" sign. Now, the second player must figure out the answer to the question presented by the first player and jump to it. Since the answer to the question that the first player asked is $6 \times 3 = 18$, the student must jump to both the 1 and 8 squares. After answering the question, the second player must also jump onto the "off" button. If player two gets the answer correct, then it is their turn to ask the first player a question of their choice. This game can involve more than just two players and if so, just continue going through the players allowing each to ask a question. If a player happens to answer incorrectly or step on a line then they will lose a point. All players start with five points.

7. Number Line

Jumping numbers is a fun way to teach skip counting by twos, threes or even fives. Students are divided into two teams. One student from team #1 stands on the number line at a spot of their choice, for example #6. The student on the number line must "jump the numbers" by the number that is specified by a member of Team #2, say jump by fours. So the player on Team #1 starts at 6 and hops one block at a time and calls out 10, 14, 18 and then out. Then a member of Team #2 stands on the number line and waits for a member of Team #1 to call out a number for him/ her to jump by. Students can also create their own games for the number line and any other activity.

8. Map of Canada

Students are divided into two teams. A student from Team #1 tosses a beanbag or marker on a province and asks a trivia question about that province, i.e. provincial capital, body of water, famous building. Anyone from Team #2 can answer. If they get it correct, they get a point. Somebody from Team #2 then tosses a beanbag and asks a question about that province with anyone from Team #1 giving an answer. Team members must work together to come up with the correct answer. First team to get 10 points wins. (To increase activity levels, team members might be asked to do a certain number of a particular exercise before submitting their answer, i.e. 10 jumping jacks.)

9. Target Circle

Students divide into two teams. From an agreed upon starting point, students throw or roll or “curl” a no bounce ball or frisbee. The goal is to get the ball or frisbee as close to the middle & get the designated number of points for that spot. Students can attempt to knock a ball from the opposing team out of play. Once everyone on each team has had a turn, count up the number of points (closest to the middle like curling) and start again. Game continues until the time is up or for a certain number of throws for each person.

10. Snakes & Ladders (Equipment: two dice or spinner)

The game requires two dice or a spinner. Each player in turn will either roll the dice or spin and move along the board that number of spaces. Landing on a square with a snake’s head will send them sliding down the snake to the square with the end of the snakes tail in it. Landing on a square with the bottom of a ladder will allow them to climb to the square at the top of the ladder. The winner is the first player to reach the end of the board. (Suggestion: one student could be designated to pass the dice to the players on the game board so they don’t have to leave their spot.)

11. Alphabet Tree of Knowledge

This is a game that can be used to assist children in using the alphabet. It can be played in one of two ways. The most common way of playing is to jump from A to B, B to C, C to D, and so on without touching any of the lines until reaching the end of the alphabet. The second way to play this game is to spell names, places, or things and spell them out by jumping to each letter. This way can be played by anyone as the difficulty of the words can increase or decrease depending on the words chosen to spell.

GAMES NOT REQUIRING STENCILS

12. Skipping Games

Skipping: Birthday Game (Equipment: long skipping rope)

The game needs two enders and 4 – 8 players. Everyone starts inside the rope and the enders turn at normal speed.

“All in together kids, How do you like the weather kids, When is your birthday?

Please jump out.

January, February, March, April, ... December.”

Each child jumps out of the rope on the month of his/ her birthday so by the time the chant is over, everyone is out. Reverse it by saying the chant again. This time, each child jumps in when the month of his/ her birthday is called.”

Ice Cream Soda (Equipment: one long skipping rope)

Ice cream soda, Lemonade hearts, Tell me the names,

Of your sweethearts

A, B, C, D, ...

A new jumper may enter on each letter.

Skipping: Cinderella (Equipment: long skipping rope)

Cinderella, dressed in yella

Went upstairs to kiss a fella

By mistake, she kissed a snake

How many doctors did it take?

1,2,3,4,5, etc. (jumper keeps jumping and counting, as the rope is turned faster and faster until the jumper misses)

Skipping: All Together (Equipment: long skipping rope)

Game requires two capable enders to turn and no more than 5 jumpers. The enders keep the turns slow and as big as possible while the jumpers cooperate by standing close together. The jumpers stand in line. The first jumper runs in and begins jumping with the remaining players joining in one at a time until all players are jumping together. The group continues to jump until someone misses. Change enders often.

Skipping: Double Dutch (Equipment: two 14' or 16' ropes)

Two ropes are turned alternatively toward each other. Remind jumpers to focus on the rope further away and to enter as it nears the ground. Jumpers work through basic moves in tune with a rhyme. As skipping improves, progress on to different tricks such as doing a 180-degree turn in a single jump or hopping on one foot.

13 Tic-Tac-Toe (Equipment: bean bags & tic-tac-toe design)

A tic-tac-toe design can be chalked or painted in pavement with a piece of 2 x 4. The X's always go first. Two players can use colored beanbags and toss them into the game while alternating throws. If there are no bean bags, use people as teams instead to form a line of three. One team can stand with arms at their side while the other team crosses their arms. To make the game more fun, don't allow talking.

14 Capture the Flag (Equipment: 2 flags, skipping ropes, hoops, bibs)

The game is played in a large open area. Divide students into two teams and identify one with bibs. Divide the area with a center line and place 5 hoops on each side of the field. Give each team a flag and tell them to place it on the ground in their own end. Create a circle around the flag with 3 or 4 skipping ropes. A jail is made with skipping ropes in the corner of each team's field. The object of the game is to steal the opponent's flag and get it back safely to your own side. The hoops are safe zones and a player cannot be tagged if in their opponent's hoop. Only one person is allowed in the hoop at a time. Any number of players can be in the flag zone at once. Players are not allowed to enter their own flag zone or hoops. If an opponent, on the opposite side of the field tags a player, they are escorted to jail by the tagger. Tagged players must stay in jail until one of their teammates can reach the jail safely and tag them. Players are then free but must go back to their own end before starting again.

15 Duck Duck Goose

A group of players sit in a circle, facing inward, while another player (the IT) walks around tapping each player in turn, calling each person a "duck" until finally picking one to be a "goose". The goose then rises and races around the circle in the opposite direction of the It to reclaim his space on the circle, that is unless It gets there first. The first player left without a space is the It for the next round.

16 Red Light Green Light

One player is the Stop Light and stands near a wall. Other players stand far away. Stop Light turns away from players and shouts "Green Light". Other players start moving towards the wall. At any point, Stop Light can shout "Red Light" & turn around. If he catches any players moving, those players are out. The game starts again when the Stop Light turns around and calls "Green Light". The game continues until one child reaches the wall. That student then takes a turn calling out Red Light/ Green Light.

17 What Time Is It, Mr. Wolf?

Mr. Wolf starts at one end of the field with his back to the group. The group at the other end yells out "What time is it, Mr. Wolf?" Mr. Wolf then yells out a time that is on the even hour (1 o'clock to 12 o'clock. The group then takes that many steps. When the group gets to where the wolf is, but not past him, and asks the time, the wolf can yell "Midnight!" The wolf then turns and chases the group. Those that are caught sit out. The last one left becomes the wolf. A variation is to allow each child who is tagged to also become a wolf and help catch people.

18 Wall Ball: Handball (Equipment: rubber ball and wall)

Person #1 is designated as the Server. All other players are receivers and are numbered 2, 3, 4, 5, ... The Server stands on a serving line (drawn with chalk) and lets the ball drop and with an underhand clap hits the ball so that it strikes the wall above the one meter line (drawn with chalk) and lands back over the serving line. Receiver #2 must wait until the ball has bounced once behind the serving line and then hits the ball back to the wall. If receiver #2 fails to return the ball, the Server gets one point. If Receiver #2 returns the ball successfully, the Server hits the ball again, and Receiver #3 hits the ball, followed by Server, Receiver #4, Server, Receiver #5, and so on. Server keeps on serving until he misses the serve or misses the ball on the return. Only Server can score points. If the Server fails to make a legal return, he then becomes the last receiver and Player #2 becomes the Server. The game is played until one player gets 11 points. Ball cannot be caught before hitting and players must hit the ball with their hand. Ball must not bounce twice.

19 Kick the Can

Boundaries for the game are decided on in the beginning. Anyone who goes outside the boundaries is automatically caught and goes to jail. A can is placed in an open area with a ten foot circle drawn around it with chalk. Everyone is divided into two teams. One team is designated as "It". They cover their eyes and count to 50 while the other players run and hide. It then tries to find and tag each of the hiding players. Anyone caught must be accompanied back to a pre-designated jail area, usually in plain sight of the can. Any player who has not been caught can kick the can and set all the captured players free. The seeking team can have just one guard who watches over the can. The guard cannot go inside the circle except when chasing someone. Once all of the hidiers are caught, the game is over and the two teams switch roles. Variation: One person can be It and he merely has to call the player's name and hiding place rather than actually tagging him by touch.

20 Marbles

Decide if you are playing for "keepsies" (players keep the marbles they win in the game) or "playing fair" (everyone gets their own marbles back at the end of the game). Draw a circle on the ground. Each player puts an agreed number of marbles in the circle and stands behind a line drawn some distance away. The aim is to hit the marbles out of the circle. Take turns throwing or flicking a marble (called a shooter) into the circle trying to hit the marbles out. If you knock a marble out, you get to keep it. If the shooter stays in the circle, it stays there and it is the next players turn. If the shooter comes out too, you can fetch it and have another turn. Continue having turns until all the marbles in the circle have been won. The person with the most marbles wins.