



Super Sports!



Number of players: 5+

Equipment: Bibs for taggers.

Aim: To travel through the playing zones using various methods of travel whilst trying not to be caught by the taggers.

Playing area: A large rectangle divided into 3 equal areas; eg a Netball court.

Rules:

Depending on number of players, select 1-2 taggers who stand in the middle of the playing area. The remaining players stand at one end of the rectangle.

The leader assigns a method of travel through each third of the rectangle eg:

First third: Walking only

Second third: Jumping only

Last third: Side stepping only

The taggers and players can only move in this way in each area.

When the leader shouts 'Super Sports!' the players must move (in the assigned ways) from one end of the playing area to the other without being tagged.

If a player is tagged, they become a tagger too but only in the zone where they were tagged (so if a player was tagged in the second third, they stay in that area and can only jump to tag others.)

Variations:

Change the ways players can move through the thirds at the end of the game.

Created by Amelie, Ben,
Chloe and Ciaran



Down the rabbit hole



Number of players: 4+

Equipment: 15 cones, 2 bibs, 4 hoops

Aim: To collect the most rabbit food

Playing area: A large rectangle with 1 hoop at each end (rabbit holes), 1 hoop in the centre (fox hole) and 1 hoop for the foxes' lair outside the rectangle. Spread cones (food) inside the playing area.

Rules:

Depending on numbers, assign 1-2 foxes (taggers) and the other players are the rabbits. Divide the rabbits into 2 equal teams positioned at either end of the playing area by their rabbit hole.

When the leader shouts 'Go!' the rabbits set off to try to gather food (a cone) and take it back to their rabbit hole. They can only gather one piece of food at a time.

The foxes try to tag the rabbits and if successful, take them to their lair.

To be freed from the lair, a rabbit team mate must complete 4 alternate foot taps with them to set the fellow rabbit free!

A rabbit cannot be caught if they are in a rabbit hole but they can only stay there for 5 seconds before they must move on.

The winning team is the one with the most food at the end of the playing time or when all cones have been gathered.

Variations:

Change the number of foxes and rabbit holes depending on numbers playing.

Created by Danica, Ebbe,
Elizabeth and Evan



Defend the Doritos!



Number of players: 9+

Equipment: 15 cones, 4 hoops

Aim: To have the most 'Doritos' at the end of the game

Playing area: Large square area. 1 hoop in the centre containing the 'Doritos'. Spread the other 3 hoops around the edge of the playing area. Place the cones in the central hoop.

Rules:

Divide the players in 3 equal teams. Each team stands behind one hoop. Choose one player from each team to be the 'Defender of the Doritos!' They stand next to the central hoop, facing an opposing team.

When the leader shouts: 'Go!' one player from each team runs to the central hoop. They play a game of 'Rock-Paper-Scissors' with the Defender of the Doritos who is facing their team.

If the player wins, they take a cone from central hoop back to their team's hoop.

If the player loses, they return to their hoop empty-handed and the next player goes.

The winning team is the one with the most 'Doritos' at the end.

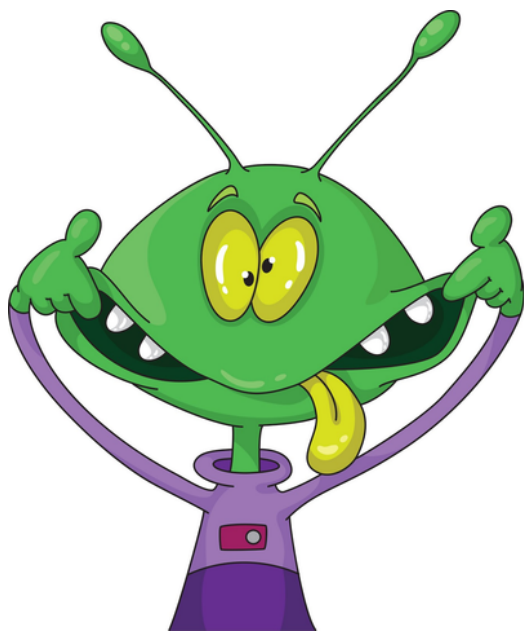
Variations:

Give cones different values eg orange cones are cheesy Doritos and worth 5 points and all others are worth 1. If you have fewer players you can reduce the number of teams to 2 teams of 3.

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Created by Chayze, Ishaan,
Lacie-J and Lottie



Alien Galore!



Number of players: 4+

Equipment: 15 cones (3 different colours), 4 different coloured hoops

Aim: To travel to the various planets without being caught by the aliens!

Playing area: Large square area with hoops spread out and make 3 circles of cones in the same area.

Rules:

Select one person to be an alien (tagger).

All other players are astronauts and start outside the playing area.

The leader shouts out a planet eg: 'Red hoop planet!'

All astronauts have to run to that planet (hoop or circle of cones the correct colour) without being tagged by the alien. If they are tagged, they then become an alien too!

Astronauts can only stay on a planet for 10 seconds after the next planet has been called.

The winner is the last astronaut left in the game.

Variations:

Reduce the number of planets or put a restriction on the maximum numbers of astronauts allowed on a planet at one time.

Created by Will, Thomas,
Sophie and Rhiannon



Kingdom Defence!



Number of players: 8+

Equipment: 10 cones per team (40 cones for 4 teams of 2 players)

Aim: To build the biggest Kingdom!

Playing area: Large square divided into equal quarters

Rules:

Divide players into 4 equal teams and give each team 10 cones. Place teams at each corner of the playing area.

Each team spreads their 10 cones out within their designated quarter (kingdom!)

Each team then lines up one-behind-the-other in their corner.

When the leader shouts 'Go!' one player from each team moves out of their corner and moves one cone out towards the other teams' kingdoms. The cone can only be moved as far as the player can step forwards.

They then return to their corner and the next person in the team goes.

The game is played for two minutes.

At the end of the game, the team with the least cones in their 'kingdom' wins!

Variations:

The same game can be played with 4 players. With this version, they do not have to return to their 'corner' after each move, they can instead move from cone to cone.

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Created by Fleur, Jaden,
Saffron and Adam