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## Introduction

*Indoor and Outdoor Games: Going Beyond Duck, Duck, Goose* was written because children enjoy playing games time and time again. Many teachers realize the importance of offering practical games that require minimal preparation and equipment. These two factors were given careful consideration in designing this book, and each game has been successfully played (not to mention enjoyed!) by groups of elementary-school children.

*Indoor and Outdoor Games: Going Beyond Duck, Duck, Goose* provides a variety of both indoor and outdoor games that elementary-school teachers, recreation leaders, and other individuals working with young people can use. These games are not a substitute for a physical-education curriculum, but rather a resource for entertainment.

The games are organized by age range and subdivided depending on whether they are most appropriate for indoor and outdoor enjoyment. The age range is merely a suggestion, and you can adjust the games accordingly. After all, no one has more of an understanding of your group of children and their needs than you do.

These games will become favorites for you and your group of children as you challenge yourself to go beyond Duck, Duck, Goose.

**Note:** see page 48 for a complete listing of the individual games contained in this book.

## Blob

### Equipment

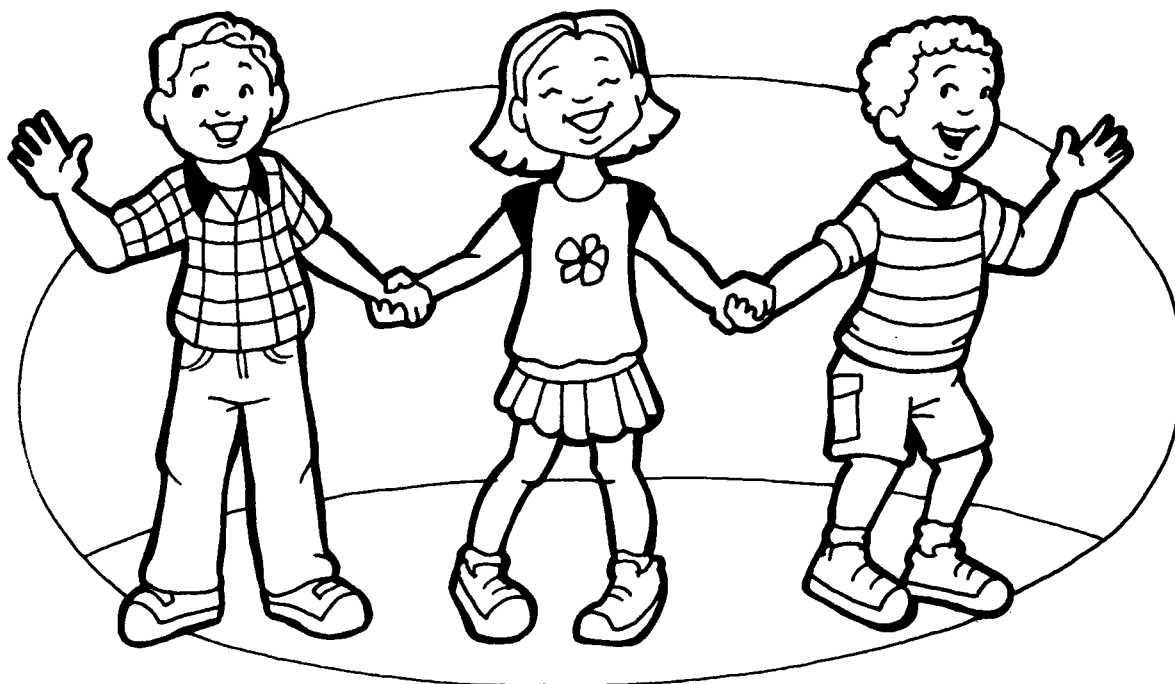
- \* four traffic cones

### Set-Up

Place a traffic cone in each corner of the play area to establish boundaries. Choose two players to be the Blob and have them join hands. The other players scatter inside the play area.

### Directions

On the signal to begin, the Blob chases and attempts to tag the other players with their free hands. When a player is tagged, he or she joins hands with the Blob and helps tag another player. When another player is tagged, a new Blob is formed (two Blobs of two players). Anyone who runs outside the boundaries also becomes part of the Blob. No tag counts if a Blob separates. The game continues in the same manner until only two players remain. They become the new Blob.



# Sizzleball

## Equipment

- \* playground ball
- \* four bases
- \* four traffic cones

## Set-Up

A baseball diamond or similar play area is needed for this game. Place the traffic cones in a square formation on the pitcher's mound. Divide the group evenly into two teams.

## Directions

The fielding team stands behind the mound, covering all the play area. The pitcher or sizzler stands inside the cones. The sizzler rolls the ball towards home base and waits for the kicker to kick the ball. After the ball is kicked, the kicker runs to third base, then second base, then first, and then home. The fielding team attempts to throw the ball to the sizzler before the kicker is standing on a base. The sizzler must catch the ball inside the cones. If the kicker is not standing on a base when the sizzler has the ball, he or she is out. If the ball is caught on the fly, the kicker is also out. More than one kicker may stand on a base at any time. However, only kickers who touch home base score a run. When all players have kicked, the teams switch places. The team that scores the most runs wins.

