

TONGA

OBJECTIVE OF THE GAME: run as many laps as possible.

EQUIPMENT: two cones and 1 ball, two teams

DEVELOPMENT OF THE GAME: one player from the batters team, next to one of the cones, has to bat the ball with his or her arm. After batting, that player has to run between the two cones as many times as possible.

The catchers have to hit the runner with the ball.

RULES: when batting, the ball has to go forward, otherwise, that player is eliminated.

The runner can run in any direction, but he will only score a point if he touches the cone.

BLIND MAN'S BUFF

OBJECTIVE OF THE GAME: guess the person that the blind man tag.

DEVELOPMENT OF THE GAME: one person wears the blindfold, moving around has to tag someone and try to guess who that player is. If he or she fails, tries again with a new player, if he or she succeeds, the blindfold goes to that person.

RULES: the players around are allowed to dodge but not to move.

POLO

OBJECTIVE OF THE GAME: make a run before the opponent.

DEVELOPMENT OF THE GAME: each team has to be behind a line 5 – 7 m apart. One referee calls out a topic. One player of each team has to say out loud one word related to the topic and cross the space between the lines four times, one for each letter P – O – L – O.

STEAL THE HOOPS

OBJECTIVE OF THE GAME: steal all the rings of the opponents in the shortest time possible.

DEVELOPMENT OF THE GAME: people are divided into two teams. Each team is at one half of the field. The hoops should be placed at the end of each field (6 on each). The players must steal the rings from the opposite field without being tagged.

RULES: if a player is tagged on the opponents' field, he or she has to sit down on the same place and wait for a teammate to touch him or her, then he has to return to his field. Once a player takes a hoop is immune until he or she goes back to his or her field. There cannot be more than two people from the same country on each team

SITTING BALL

OBJECTIVE OF THE GAME: be the last person standing up with the ball.

DEVELOPMENT OF THE GAME: people play individually (unlimited number of players). The winner is the last person standing up alone while the others are sat down.

RULES: anyone can throw the ball. When a person is hit, he or she must sit down on the floor. The player with the ball can move but not run or walk. The players who are sat can return to the game if they grab the ball again.

MOVING BASKET

OBJECTIVE OF THE GAME: to score points on your team basket.

DEVELOPMENT OF THE GAME: each team puts a keeper in a circle with one of the baskets. Each team passes tries to score on their basket without getting into the circle.

RULES: all the players have to make a pass before a throw. Defenders must keep 1 m from the person with the ball. To score a point a throw must be done, you can't put the ball directly into the basket. The player with the ball can give 3 steps without bouncing the ball.

BUTTER TAG

OBJECTIVE OF THE GAME: get all players sitting down on the floor.

DEVELOPMENT OF THE GAME: taggers must chase the rest of the players, if they do it, they switch roles.

If a player wants to get out of the chaser, he or she can stop on the place saying "butter", spreading legs and arms apart. This player has to wait for a partner to cross under the legs but, so he or she will return to the game.

Players in butter position have to melt themselves, crouching down, if they completely couch, they must sit down on the floor and wait for the game to finish.

DODGEBALL

OBJECTIVE OF THE GAME: eliminate everyone from the adversary team by hitting them on the body with the ball.

DEVELOPMENT OF THE GAME: people are divided into two teams. 4 or 5 soft balls should be set in the middle of both fields. Players start at the end of their field. The game starts when someone says: "3, 2, 1, *dodgeball!*"

If a player is hit below the head before the ball bounces on the floor and then falls, that player must go to the waiting area. Players for the waiting area return to the game if a teammate catches the ball on the air.

RULES: if a player hits an opponent on the head, he or she is eliminated. If a player catches the ball in the air, the thrower is sent to the waiting area.

GAGABALL

OBJECTIVE OF THE GAME: avoid being touched on the legs.

DEVELOPMENT OF THE GAME: the game starts letting one ball bounce three times and all the players touching a wall saying: "GA - GA – GO!" Players have to hit the ball with one hand towards other players or the wall in order to hit them on the legs.

RULES: each player can touch the ball only once. Every time the ball touches a player, that player is eliminated. If a player catches the ball on the air, when it comes directly from another player, the player who has hit the ball is eliminat-

THE SEVEN DRAGON BALLS

OBJECTIVE OF THE GAME: get the 7 dragon balls.

DEVELOPMENT OF THE GAME: there are two teams and the field into two parts (each team can wear sport vests of the same colour). At the end of each field, there must be a circle with 3 tennis balls and a separate area which will be "the jail". Each player must wear a piece of cloth as a tail.

RULES: the seventh ball has to be drawn by playing "rock, paper, scissors". Whenever a player enters the opposing field, he or she can be sent to jail when an opponent steals his or her tail. The tail is left on the ground and the player waits in jail until a teammate gives it back. The players are released from jail in the same order they got in. Inside the circle surrounding the balls the players are immune. The winner will be the team that manages to have the 7 balls in their ring without any opponent within that circle.

SPIDER WEB

OBJECTIVE OF THE GAME: tag the players as soon as possible.

DEVELOPMENT OF THE GAME: at the beginning one student is named as spider., who steps on the line. The rest of the players have to cross that line without being touched by the spider. If the spider tags a player he or she becomes a spider as well.



CHILDREN GAMES



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