

Moving: Week 2

INSIDE: Hide The Thimble or Small Thing Game (with variations)

Need: Thimble or a Small Thing

Set Up: None

Play: for 2 players or more; the goal is to find the thimble/small thing

1. First player hides the thimble/thing while the others close their eyes and count to 10-30 (depending on child's age and need for hiding time).
2. All players (but the hider) start searching for the thimble/thing.
3. The hider counts to 30 and if no one finds it in that time, the hider gets to start over and hide it again.

Variations:

We have played this with longer hiding and seeking time for younger hidere/seekere.

We have played the "hot" and "cold" version to help guide findere to the thimble. The findere get to ask the hider 3 time if they are close by saying, "Am I hot or cold?" The hider answer. This can lead to mobe of people changing their direction quickly and if you listen to the other playere ask the question, you might find the thimble or thing faster.

We have also put limit on hiding space, such as "only in the living room or not in the bathroom."

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OUTSIDE: Animal “Red Light, Green Light.”

Need: a large, open space for moving and running.

Set Up: None

Play: 3 or more players

This game is a variation of Red Light, Green Light.

One person is chosen to be ‘It’ (the traffic light) and he/she stands a good distance away from the other players with his back to them.

The other players stand in a line facing It.

Picking an animal, It calls ‘Green Light,’ the other players need to act like that animal as they move towards It until he calls ‘Red Light.’

When they hear the red light command the other players must freeze on the spot.

Any person seen moving must return to the starting line.

Any person not posing like the animal must return to the starting line.

The children must remain frozen until the next ‘Green Light’ command is given.

Play continues in this manner until someone reaches and tags It.

The tagger becomes the new It and the game begins again.