Games for K – 2nd grade

One, two, three, you’re an elephant. 15 minutes

Players sit in a circle, with a leader standing in the center. The leader, trying to surprise the players, points to one and says, “one, two, three, you’re an elephant.” The player pointed to must make his hands into fist and put them in front of his nose to form a “trunk”. The players on each side must make one of their hands in a cup shape and put it by the pointed players ears. After a couple of rounds, make it more difficult by pointing, but remaining silent. If a player moves, say, “no moving, I didn’t say anything.”

Red Light – Green Light. 15 minutes

Mark one end of the playing area with rope. Players are lined up with a leader standing at the other end of the playing area. The leader is the “traffic light” and has her back turned away from the players. Play begins when the leader shouts, “green light”. At that point all players move forward. At any moment the “traffic light” may turn around and yell, “red light!”. All players must freeze. If the “traffic light” catches anyone moving, that person must go back to the starting point. The “traffic light” then resumes by turning her back to the players and shouts “ green light.” Green light and red light are spoken until someone succeeds in touching the “traffic light”.

Duck, Duck, Goose. 15 minutes

Players are seated in a circle with one player chosen to be “it” standing on the outside. “it” walks on the outside of the circle tapping the head of each player he passes. With each tap he says either “duck” or “goose”. If he says duck there should be no response; but if he taps a players head and says “goose” that player then stands up and tries to catch “it” before he runs around the circle to take the spot vacated by the player who is the “goose”. If the “goose” catches “ “it” he must try again, but if “it” succeeds in sitting in the spot vacated by the “goose” then the “goose” must be “it” in the next round.

Following Directions. 10 minutes

Players line up arms length apart, facing forward. Leader instructs players to do three things, example: take one step forward, touch your nose and sit down. Players then do what was instructed.

Hand - -in – Glove relay. 15 minutes

Use rope or cones to mark off two ends of a large playing area. This is a relay race so divide players into two teams. The first player of each team in line is given a pair of gloves, (the bigger the better) kitchen mitts will work as well. Players line up at the rope and are instructed to put the gloves on and run to the opposite end of the play area where to rope marker is, then run back and take the gloves off and hand to the next teammate. That teammate then puts on the gloves and runs to the rope marker and back. This is done until all players had a chance to run. The first team to have all runners run and are seated, wins.

Outdoor Treasure Hunt. 15 minutes

Numerous items are placed around the yard and players hunt and find them.

Tag. 10 minutes

Players are scattered throughout the play area. Leader shouts out a name of one of the players and informs him that he is “it”. “It” then proceeds to tag another player. The player who is tagged is then the new “it”. Other ways to play is to have the players tagged, help “it” tag the other players.

Group Race 10 minutes

Divide players into two teams. Mark off playing area with rope or cones. Teams interlock arms and race as one unit from one end of the playing area to the other end.

Hot Potato. 10 minutes

Players stand in a circle with one of the older players in the middle. One of the players in the circle is given a ball and is told that this ball is a “hot potato”. And because it is hot you must pass or throw this “hot potato” to another player as fast as you can. The player in the middle needs to close his eyes and shout, “hot potato”, at any time. When this happens, the player that has the “hot potato” stands in the middle for the next round.

It’s a Race. 10 minutes

Mark off playing area with rope or cones. Players race from one end to the other. Change race to skipping, running backwards or spider walk.