

Jokers

Equipment

A pack or packs of playing cards or a number of small cards with numbers written on them

How to play

Two players are given a joker card to carry. All of the other children are given one of the remaining cards. The children run around the playing area, tagging each other, collecting points. For example, if a child tags another child whose card is the six of hearts then they collect six points. If they go on to tag another child who has the nine of clubs then they now have a total of 15 points. Jacks, queens and kings count as ten, aces count as one. Anyone who is tagged by the children holding the jokers has their score wiped out. After a short time, stop the game and see who has the highest score.

To simplify the game, make your own cards using only the numbers one, two, five and ten (or whatever numbers are appropriate for your children to add easily). Instead of using jokers simply put a cross on a card.

An alternative is for the children who are given the joker card to try and tag someone in order to get rid of their joker. As soon as they tag someone, they swap the joker for the other child's card. They can then start collecting points and the new joker-card holder must then try to get rid of it.



Blue Eyes

Equipment

Play parachute

How to play

The children form a large circle and take hold of the edge of the parachute. To begin with, hold the parachute at waist height. Together, raise your arms and lift the parachute into the air, then gently bring the parachute back to waist height. Repeat a few times until you have established a gentle rhythm. The leader then calls out a feature that will apply to a number of children, eg "All the children who have blue eyes!". As the parachute is lifted into the air, all the children that have blue eyes run under the parachute to the middle and try to run back to their place before the parachute is brought down.



Some further examples are:

- Children wearing a bobble in their hair.
- Children wearing a white shirt or blouse.
- Children who have the letter 'A' in their first name.
- Children who are wearing glasses, etc.

Swap Places

Equipment

Play parachute

How to play

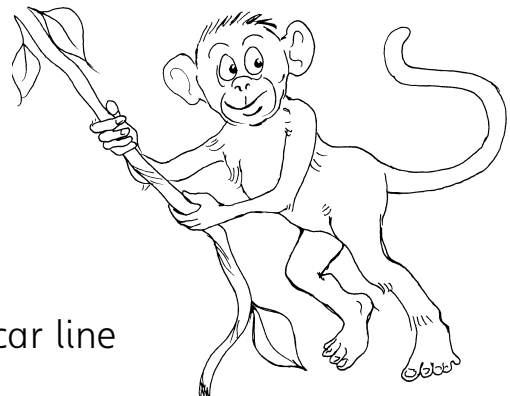
Establish a gentle up and down rhythm as described in '*Blue Eyes*' above. The leader calls out the names of two children that are on opposite 'sides' of the parachute. When the parachute is in the air, the two children run underneath the parachute and swap places. Repeat until everyone has swapped places. You can try to have two pairs swapping at the same time but be careful that the children don't bump heads.

My Mother

My Mother said
That I never should
Play with the outlaws
In the wood
My Mother said
That would I please
Not come home
With dirty knees

My Mamma told me

My mamma told me
If I was goody
That she would buy me
A little dolly
My auntie told her
I kissed a soldier
Now she won't buy me a little dolly
2, 6, 9
The goose drank wine
The monkey chewed tobacco on the street car line
The line broke
The monkey got choked
And they all went to heaven in a little row boat
Clap, clap
Clap, clap
Clap, clap your hands
CLAP!



Teacher's Notes

Playground rules

Some headteachers dislike rules or feel they represent something negative. However, if your staff and headteacher feel there's a need for a set of playground rules then here are a few things to think about:

- Involve the children in creating the rules. Discuss the problems they encounter during break-times and listen to their ideas and suggestions. Let them contribute and let them have ownership of the rules.
- Listen and value the views of your MDAs, members of teaching staff, teaching assistants, maintenance officer/caretaker, etc.
- Don't have a huge list of rules. Five or six rules will be sufficient.
- You may have enough money to have the rules displayed on a professionally produced sign. However, it's cheaper if a small group of children design and make a few posters displaying the rules.

Some examples of playground rules include:

- We try to play together and care for everyone on our yard.
- We look after each other.
- We take care of our playground equipment and our gardens.
- We put litter in the bin, not on the floor.
- We tell a teacher, MDA or adult if we have a problem.

Choosing teams

The quickest way to divide children into teams is to get everyone in a circle or line and number the children alternatively, 'one' and 'two'. All the 'ones' then get together and all the 'twos' do the same. You can use this method to create teams of any number. An alternative is to use colours instead of numbers.

Another method is to ask the children to jog around the playing area. The leader calls out a number between one and ten. The children then have to get into groups of that number. Shout out three or four examples. Finally, call out the number of children you want your teams to consist of.

Both of these methods help to break up little friendship groups and avoid one child being left out until last.

Troubleshooting

Children will always tell you what they think of a game and are great at suggesting ways to adapt them to make them fairer or more suitable. If a game isn't going well, stop and try another. If you have time, ask the children why they felt it went wrong and how they would