

Classic Yard Games



Button, Button

The players sit or stand in a circle and hold their hands together in front of them. One person takes the button and goes around the circle, pretending to put the button in someone else's hands. They actually put the button in one person's hands, but then continue the rest of the way around the circle, pretending to put it in everyone else's hands. Then going around the circle, each player tries to guess who has the button now. Before each person's guess, the group asks together, "Button, button, who's got the button?" Then the player tries to guess. Once the player with the button is finally guessed, that person hides the button during the next round.

Freeze Tag

The person who is "It" chases the other kids to try to tag them. When they successfully tag a player, that player must freeze and remain frozen until another player, who has not been tagged, tags them to unfreeze them. The game continues until all runners have been frozen, and then a new person becomes "It."

Duck, Duck, Goose

One child is chosen as the fox and walks around the group, touching each player on the head while saying "Duck," with each time. When the child says "Goose", the person who was touched gets up and tries to tag the fox. Once the fox picks a goose, they run around the circle and sit down where the goose was. If the fox gets tagged, they have to go sit in the middle, the cooking pot, for one round. The goose then becomes the next fox and the round starts over again.

Red Light, Green Light

One person is chosen to be 'it' and they stand about 15+ ft away from the other players who are standing in a line facing them. When 'it' calls 'Green Light,' the other players move towards them until they spin around, calling 'Red Light.' When they hear the red light command the other players must freeze on the spot. Anyone seen moving must return to the starting line. The rest of the players 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.

Hide and Seek

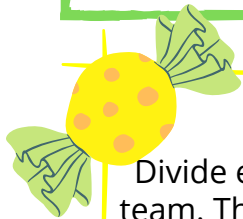
While the seeker counts, the other players look for hiding places and once they are positioned, they cannot move. The seeker finishes counting and the hiding players stay as quiet as possible until they are found. They are not allowed to change hiding places once the seeker has finished counting.

Capture the Flag

The goal of the game is for each team to capture the other team's flag and take it back to its base. Some players should try to capture the other team's flag. Other players guard your team's flag. If members of the other team enter your team's zone, you can send them to "jail" by tagging them. Players can be freed from jail when a teammate touches them. A team wins by capturing the other team's flag and taking it back to its base.

Red Rover

Divide everyone into two teams, each forming a long line, holding hands, facing the other team. The two teams should be around 20 or so feet apart. The teams take turn calling out, "Red Rover, Red Rover, let ____ come over!" That child leaves their team's line, runs as fast as they can toward the other line and tries to break through the held hands. If they break through, they get to take someone back to their team. If they don't, they join the new team. When a team only has one person left, that person tries to break through the other team. If they do not, then their team loses. If they do, they gain a player and play continues.



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Mother May I?

Designate one player to be the "Mother" first. All players stand across the yard in a line facing "Mother". Each player will ask, one at a time "Mother May I? ____" and fill in the blank with a fun way to get closer to the "Mother". (Ex. "Mother may I take 3 giants steps"...6 baby steps...do 1 cartwheel, etc.") If the person doesn't say "Mother May I?" before asking, they have to return to the beginning. The first person to cross the line where the "Mother" is standing becomes the next "Mother".



Monkey In The Middle

This game is played with a ball (or balloon), and can be played with 3+ players. One person is designated the "Monkey", and will stand in the middle of the circle. The object of the game is to keep the ball away from the "Monkey" while the "Monkey" tries to catch it. When the "Monkey" gets the ball, the person who threw it last becomes the "Monkey in the Middle".

Simon Says

One player is chosen to be "Simon". The other players do what Simon says, but only if "Simon" says the phrase "Simon Says" before the action. If "Simon" doesn't say "Simon Says", then the players should not do what they said.

Cartoon/TV Tag

Cartoon or TV Tag is played similar to the traditional game of tag. One player will be "IT" first, and all the other players try to run away before being tagged. If the tagger is about to tag you, players will yell out a cartoon (or TV show, depending on which version you want to play), and quickly sit down. Players should not use the same cartoon more than once in a game. Once you are tagged, you then become "IT" and will run around to tag the other players.



Hopscotch

Hopscotch is played on a sidewalk, where you can draw the hopscotch squares with chalk. Each player hops in each box with one foot or two depending on how many boxes are drawn.

Follow The Leader

One player starts as the "Leader" and all other players line up behind them. Players will follow the leader and do everything the leader does in front of them. The Leader can be creative and walk in different ways, run, do things with their arms, say funny things, etc.

Dodgeball

Dodgeball is typically played between 2 teams. Separate teams into equal numbers and stand across the yard from each other. Each team will have a very soft ball or two to start with, and will throw the ball at the other team trying to hit them. If you get hit by the ball, you are out. If you catch the ball that is thrown at you, the player who threw the ball is out. Last player standing wins the game.

