

ENGLISH GAMES FOR THE PLAYGROUND

GAME	LANGUAGE AREA
THE CIRCLE Students stand in a circle facing inwards. One student stands in the middle of the circle. The teacher gives each student in the circle a flashcard, for example of food. Each student must look at the card and hold it behind their back so that the teacher can see it. Now the teacher says for example, "Pizza and ice cream!" The students with these two cards must exchange places by running across the circle. The student in the middle tries to rob a space. If the student succeeds, the student who failed to exchange places is now in the middle.	Vocabulary
DUCK DUCK GOOSE The students sit in a circle facing inwards. Student A is outside the circle and walks around touching each student on the head saying, "Duck." When Student A touches a student and says "Goose", that student, the Goose, must get up and chase Student A while Student A has to run a full circle to try to sit down in the Goose's place. If the Goose touches Student A, Student A must try again.	Cultural awareness. This is a very old English game.
FARMER, FARMER, MAY WE CROSS YOUR GOLDEN RIVER Children stand in a line at one end of the playground. The farmer stands in the middle. The children shout, "Farmer, farmer, may we cross your golden river?" The farmer replies, "You can't cross the river unless you are wearing a blue T-shirt (or whatever)." Children wearing blue t-shirts may cross the river safely. Once they have safely crossed, the other children must try to cross without getting caught. Those who are caught become farmers and help the original one to catch the rest in the next round.	Colours and clothes
HAVE YOU SEEN MY SHEEP? The children stand in a circle. The shepherd walks around the outside of the circle and stops behind a child and the shepherd asks the child, "Have you seen my sheep?" The child replies, "What does it look like?" The shepherd begins describing one of the other children in the circle. As soon as the described child recognises her/himself, the described child must run around the circle and try to tag the shepherd. Meanwhile, the shepherd must try to occupy the described child's position in the circle. If the shepherd is tagged, then he or she must repeat as the shepherd.	Describing people; "What does she look like?"
TIC TAC TOE FOR SPELLING Draw a 3 X 3 grid in chalk on the ground. Divide kids into two teams. Ask a student to spell a word. If they get it right, they occupy a square. If they don't, the turn goes to the other team. Carry on until one team gets a line.	Alphabet and spelling
WHAT'S THE TIME, MR WOLF? Mr Wolf stands against a wall, back to a line of students at the far end of the playground. The students all shout together, "What's the time, Mr Wolf?" and Mr Wolf replies, "It's five o'clock" or whatever. The students advance five steps counting out loud. At the end of the count, Mr Wolf turns round and if he sees anyone moving they must go back to the starting line. The first student to touch Mr Wolf is the new Mr Wolf.	Practising the time.

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