

1	One fish, Two fish	Teacher stands on a base on one side of the gym/field holding the prize (I use a squeaky dog toy). Everyone lines up on the other side. Teacher closes eyes and says, "One fish, two fish, red fish, blue fish!" and opens eyes. When eyes are closed everyone can move. When eyes are open everyone must freeze. If caught moving they are sent back to the start. The object is to retrieve the prize without getting caught. Once someone gets the prize and the teacher opens eyes they can pick one person who might have the prize and make them return it if they pick correctly each turn. If they don't have it they are safe. Teachers closes eyes and repeats. Students must sneak the prize back to they end of the gym.	Base, Pig	3rd and up
2	Squeeze Bang	Form 3-4 lines of students holding hands. One end of the lines are with the teacher. The other end has a noise making device(A big pot and each team with a wooden spoon works). Teacher flips a coin. Heads = squeeze and send it down the line to the last person with the noise maker. Tails = don't squeeze! 1st line to make the noise at the correct time rotates one spot. If you make a noise on a tails you move back one spot.	Coin / pigs	3rd and up
3	Magic Bases/ key punch	Put unnumbered poly spots out in a dot pattern square in rows. Make a pattern for the students to follow that doesn't jump spots or go over a spot already used. The class must get everyone through the pattern with out stepping on a wrong spot.	Spots	3rd and up
4	Data Processing	Split into 2 teams. Teams are not allowed to talk. Talking will lose points. Start at 5 points, 1st team to get in order gets 5pts. Everyone in the correct order gets a team 5pts. Anyone out of order loses a pt. Give the teams a subject to get in order (by shoe size, pets, siblings, etc.) line up low number to high number without talking.	Scoreboard	3rd and up
5	Chocolate River	Start with the group on one side of an area. Outside you can use cones or rope. Inside you can use volleyball court lines. In order to save the world you must get your whole team across the dreaded hot chocolate river. Unfortunately it is two hot to swim across, two long to go around. The only way across is to use the marshmallows provided to walk across. Be careful though the current is so strong if the marshmallows are not held in place they immediately are swept away by the current. They also get too heavy to move once placed in the hot chocolate. In order to be successful you must get your whole team across.	Squares	
6	All my relations	Everyone starts standing on a spot, spots laid out in a big circle. Leader starts in the middle. Leader explains the game then says, "All my relations who have..." and then adds an activity/experience. Everyone who has done that activity or experience must leave their spot and find another spot. The leader finds a spot too. Whoever is left without a spot is the next person in the middle and starts the next round.		
7	Allstar Math Fitness Cards	Lay the workout cards around the perimeter of the floor. Ss pair up and do the activity on the card, figure the math problem, then use the locomotor movement to move to the next card.	Cards	
8	All Aboard	Challenge the group to get everyone on top of a platform. With no one touching the ground off of the platform. Hold for 5 seconds.		
9	Elephant, Chicken, Cow	Lot of variations to this game. The group starts in a circle. One person starts in the middle. Points to one person in the circle and says, "Elephant!", "Chicken", or "Cow" and then count to 3. The person who was pointed at must make the gesture of the animal named with the help of the two people next to him or her. If they make the gesture in time they are safe. If any of the three makes a mistake or doesn't gesture by the count of three they are the new middle person.		
10	Guess the leader	Have one person leave the room and pick a person to be the leader. Have the person come back in the room. Everyone mirrors what the leader does and the person who was out of the room must try to find who the leader is.		