

Favorite 50 Games, Activities, and Ideas in 50 minutes Dan Basler and Kevin Croft (basler_dan@hcde.org/ croft_kevin@hcde.org)

1	Classy Moves	Student led warm-up activity. Have the class in a circle. One student at a time has 20 seconds to lead a warm-up exercise. When the 20 seconds is up the next person in the circle leads a different exercise. Best if you have a visible or audible timer. (physedgames.com)	Timer
2	Nutty Calisthenics	Backwards jumping jacks, wacky jacks, karate chops, run/spin, push-ups with a twist, Coach Burney jacks,	
3	Dan wants ... name game	Make a circle with one tagger starting in the middle. Pick someone in the circle to start. They say their name 1st, "wants" someone else's name (i.e., "Dan wants Mike") The tagger tries to tag the person whose name was called before that person can say their name "wants" someone else. If you get tagged before you get the name out you are the new tagger.	
4	Moon Monster Tag	Favorite Kindergarten game (Thanks Teresa England at Martin Elementary Crossville, TN): Have students get in a circle. The center circle on a bball court works great but you can play inside or out. Explain that you will narrow it down to 2-4 taggers, please tag carefully do not knock people down, and to watch in front of them when running, and if they get tagged they must come sit in the circle! Here is how you narrow it down: Announce to the group, "These first 2-4 moon monster taggers are both boys." Have the boys take a step to the middle, girls back out a step. Then continue narrowing it down, "These two moon monster taggers are wearing tennis shoes that have laces." Once you are down to 2-4, point them out to the group and say GO! Have them tag until everyone is captured or until they run out of gas.	
5	Look down, look up	In a circle. Everyone looks down, teacher says look up, if you are looking at someone looking at you, you are out.	
6	Circle Partner Tag	From "More New Games" Groups stands in a circle, everyone with elbows linked with a partner. Pick one person to be the tagger and one to be it. "It" can run inside and outside of the circle and link up to one of the partner in order to be safe. Once linked up the person on the far end of the link must leave and is the new "it".. If they get tagged, they become the new tagger, immediately going after the person that tagged them.	
7	Gotta Get Up to Get Down	Start with the group sitting in a circle. Pick 3-4 Ss to start standing up in the middle. On go they pick someone else, grab their hand and help them up, then take their spot sitting. Keep going for awhile with Ss switching places then call out "Stop!" Whoever is standing does a quick exercise then restart the game.	
8	Everybody is it tag	Everybody is trying to tag everybody else. When you get tagged you kneel down and watch the person who tagged you. When they get tagged you get back up. If there is a tie(unsure who tagged who first) both parties are out and kneel for 5 seconds and then both are back in the game.	
9	Scatterball	Spread balls all over the area. Players move and when they pick up a ball they cannot move. If a thrown ball hits someone, they must sit until the person that hit them gets hit. If a ball is caught, the thrower sits down.	Gatorskin balls
10	Gorilla Ball	Use 5 or so beach balls. Kids try to slap the ball underhand into other classmates. If you get hit with the ball you do 5 jumping jacks.	Beach balls
11	Gorilla Ball Variations	If you get hit by one of the balls you freeze with feet apart. To be unfrozen someone needs to tap a ball between legs. Or make a bridge - tap a ball under the bridge, Crab walk position - tap a ball under the crab, etc...	beach balls
12	ABC Run	Layout letters A-Z have students run through and do the alphabet	Scrabble letters
13	Number Run	Same as ABC but with numbers	Numbers
14	Spot Shot/ Scrabble/ Math	Spread numbered poly spots around a bucket, basketball hoop, or any type of target. The older the group the more spread out they should be. Split into 3-6 teams. Each team gets a ball or a bean bag. Each team is lined up outside of the area equal distance from the target. On go the 1st person in line tries to take a shot from any of the spots. If the target is hit, they collect the spot that they shot from, get their rebound and return the ball or beanbag to the next person in their group. I remind them to hand the ball to the next person. If they miss they just retrieve the ball and return it to the next person. Go until all the spots are gone. Teams add up their scores. Works in a small space with beanbags and a bucket. Have four teams in corners.	Spots/ Bucket or basket/ bean bags or basketballs
15	Lord of the Rings Scrabble Version	Groups line up around the area. On go 1st in line runs out to a letter. @nd in line throws a ball. If 1st catches it they take that letter. Bring it back to teams pile and hand the ball to 3rd in line. @nd runs for another letter. Go until all the letters are gone. Then groups try and make as many words as they can using letters.	Scrabble letters/Balls/ Hula hoops.
16	Broken Spoke	From "More New Games" Group sits down in four lines like the spokes of a wagon wheel. One person begins as the tagger/caller and walks around the group tagging one of the outside people. Once tagged caller says, "Come with me" or "Go away". The group in that line must run around whichever direction and return to their line. Last person to join the line is the new caller.	
17	4 sided crazy race	Best with a large group. Split group into 4 teams. Each team will line up on the edge of a square area facing in. Everyone must lay down on your stomachs. Object of the game is to get the whole team across to the opposite side of the square. You must army crawl across the square. Please be careful!! Ready set go!	Cones
18	Speedway	This works great using the lines of a volleyball court inside a basketball court. Forming a 2 rectangles with cones works too. Have 4-6 teams line up inside the volleyball court corners/middle facing out. 1st person in line steps out onto the speedway (the space between the volleyball court and basketball court) On go they run around the speedway ALL IN THE SAME DIRECTION until they make it back to their team. They high five the next person in line to start them and then go to the end of their teams line. Can be used dribbling a soccer ball, basketball, hockey puck, various locomotor movements, etc. (physedgames.com)	Cones
19	Bank and Brook	Line the group up behind a line. Caller calls out, "On the Bank." Everyone must quickly move behind the line. When the caller calls out, "In the brook." Everyone must quickly jump in front of the line. If you go the wrong way or are too slow you are out.	
20	King for a day	Best with a group of 10 or less people. Sit down in a row and number off. Number 1 starts and is the King or Queen. Everyone is trying to get the number 1 out so they can move up. Number 1 starts by calling his/her number then another number in the group. Whatever number is called must respond quickly giving their number first then another number in the group. If the response is too slow or not correct the person who faltered moves to the end of the line. Number off again.	Chair/ numbers
21	Garbage can game	Get a clean garbage can and put it in the center of a group holding hands. On go the group tries to pull each other into the garbage can. If you touch the garbage can or break hands you are out.	Garbage can
22	Circle Stoop	Kids walk/dance around in a circle. When the music stops the last person to stoop down is out and sits in the middle. When the music plays the circle and dance. When the music stops stoop quick.	Music/circle
23	Allstar Batting Practice	Setup 5-7 batting tees (we use big cones) spread around a large field to keep it safe. Make a circle using cones middle. Pick 5-7 students to start. They bat and then DROP THE BAT at the tee. Whoever fields the ball is the next batter.	Tees/bats/balls/cones

24	Cardio Kickball	Two teams. One kicking team one fielding team. Kicking team lines up on one side of the gym. Anybody from the fielding team pitches to anyone on the kicking team. They kick the ball and then the whole team runs across to the other side of the gym. The fielding team tries to pick up the ball get anyone of the batting team players out by tag or toss hitting below the waist. Once the team makes it across the ball is dead and another ball is pitched. Play till three outs then switch. Every time a team makes it across they get a point.	Gatorskin balls
25	Hawaiian Steal the Bacon	Steal the bacon with a hula hoop on each side. Once your number is called you must go through the hula hoop before going after the bacon.	Hula hoop/rubber chicken
26	Blind Man's Bacon	(RYM) Steal the bacon with two blindfolded participants. Team direct their runner to the handkerchief in the middle.	
27	Noodle hockey	Wall to wall hockey using noodles and a beach ball. If the ball touches you you must retreat to a corner and do 5 jumping jacks...(keeps kids Ss from kicking the ball or blocking.)	Noodles and beach ball
28	Circle the Wagons	Partner up. Each group brings a ball to the middle (then take out 1,2, or 3 balls). Form a circle around the balls in the middle. One partner in front of the other. Caller calls out "mount up", "dismount", and then "circle the wagons". On circle the wagons the partner in back runs around the group and then crawls through their partners legs and tries to get a ball. If they get a ball their team is still in the game. Play until you have a winner.	Volleyballs
29	Soccer Two Touch	Soccer drill with two teams of two players on each side separated by cones set up like a goal. Teams have two touches to get it back and forth between the goal to the other side. If team fails to get it back, point is awarded for the other team.	Soccer balls
30	Futchi	Soccer skills game. Racquetball ish game with a soccer ball. No hands, alternate serving, games to 11, ball must land inside the square. 1 bounce is allowed before the hit. Alternate hits against the net/wall.	Soccer ball/ f
31	Allstar Math Workout Cards	Place the cards around the perimeter of the area. Have the students partner up and pick a card to start on. Might want to have a student demonstrate some of the movements.	Workout cards
32	Slamball	Partners with ball and hula hoop. Slam ball down partner tries to catch. Take turns.	
33	Twirly tag	When frozen sit down and hold your feet off the ground. To be freed someone comes and spins you.	
34	Crabby Crabby Tag	If you get tagged you must get down in a crab walk position and walk to the center circle to get back in the game.	Noodles
35	Big Bear Tag	If you get tagged you have to bear crawl to the center circle.	Noodles
36	Inch worm tag	If you get tagged you must inch worm your way to the center circle.	Noodles
37	Tornado tag	If you get tagged you must tornado roll your way to the center circle.	Noodles
38	Army tag	If you get tagged you must army crawl to the center circle.	Noodles
39	Batting practice	Have everyone sit in the shade. One batter is up. Coach short tosses 15 pitches to the batter. After 15 pitches the batter runs the bases while everyone else picks up the balls. Any balls not in the bucket when the batter/runner touches home is a point for the batter.	Bat and 15 wiffle balls
40	Whack a Mate	Give 1/3rd to 1/2 the class 1/2 noodles. If you have a noodle you can stand up and move around. If you don't have a noodle you start on the ground. When the game starts those with noodles try to hit others with noodles on the legs. If you get hit you must sit down and throw your noodle. Anyone on the ground can crawl to the noodle and pick it up. (From TAHPERD 2014)	Noodles and volleyball court
41	Drip Drip Drop	Duck, duck, goose with a cup of water.	5 gallon bucket of water and small cup
42	Snow Cone relay	Teachers love this one. 3-5 teams. 1st person in line carries a beach ball on top of a cone. They have to run around a loop course without dropping the beach ball. Teachers are given a water sprayer to try and knock the beach ball off the cone. Once they make it back to their team the next person in line goes.	Cones, beach balls, more cones, water buckets, water sprayer
43	ABC Frisbee golf	Indoor or outdoor. Hang letters around the area in random order. Students start by throwing their Frisbee and trying to hit the A. Then throw and hit B, then C, etc. If you want keep track of throws. Lowest score wins. Or play in groups and have a winner for each hole (Letter). Spell out spelling words/names/etc.	ABC cards and Frisbees
44	Volleyball serving hoopla	Volleyball serving game. Give the team an initial target to hit on the other side of the net. 1st person to hit that target goes under the net to the other side. They make a target circle with their arms. The team tries to hit it through his /her arms. As people make it through the target they run and join hands and make the target bigger.	Volleyballs
45	Secret service	Pick a president. Pick 1-2 secret service agents. Make a boundary around the president. Group is trying to take out the president by throwing a gatorskin ball. The SS agent is trying to protect by blocking the balls. Use 2 balls. Outside players can pass to each other.	2 gatorskin balls
46	Torpedo	Using volleyball court lines the group lines up on either end of the court. Pick 3-4 throwers to be on the sidelines with a gatorskin ball. On go the group must cross the ocean and try to make it without getting hit. If you get hit you sit down where you got hit and become a mine and try and tag runners (DO NOT TRIP people!!)	2 gatorskin balls
47	Crossfire	Two teams, one on either sideline of a volleyball court. Each team has gatorskin balls. Place a bigger ball in the middle and the teams throw and try to get the bigger ball to cross the other teams line.	Gatorskins/Big Ball
48	Hunker Hawser	(New Games Book) 2 person game. Each person is given a foam pad to stand on about 6' from each other. They are both given an end of a 15' rope. The goal is to remove your opponent from their platform while keeping your perch.	Foam pads/ropes
49	Drew Holcombe Dance	Drew Holcombe and the Neighbors dance. You tube has their dance video. "Here we go"	Music player
50	Rock, paper, scissors baseball	Everyone starts at home. Find someone to play R,P,S with. Winner moves to 1st. Loser stays. Score points by making it all the way around.	
51	Elephant, Chicken, cow	(More New Games) 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. Some examples: Toilet bowl, Charlie's angels, Palm tree, monkey, elevator, car wash, babysitter, airplane, jump rope...	
52	Pruui	(NGB) The entire group closes their eyes and moves around an area. The teacher chooses one person to be the Prui and lets them know quietly. The Prui is then mute and can no longer talk. When you bump into another person you ask them if they are the Prui. If they say no you move on. If you don't get an answer you know you found the Prui! Join hands with the Prui and now you are mute as well. Play until everyone finds the Prui.	
53	Big Moose Tag	Tagger must carry an oversized stuffed animal	A very big moose