

# Circle Games

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## Head Catch

EQUIPMENT	<ul style="list-style-type: none"> <li>1 Ball</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Use a soft ball so all players can head the ball</li> <li>Make sure your playing space is large enough</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>A leader stands in the middle of a circle and throws a ball to each player, shouting either "head" or "catch"</li> <li>Players must head or catch the ball</li> <li>The leader can decide to change the game so players must do the opposite of what they say</li> <li>If a player misses they lose a life. All players have 2 lives</li> <li>If players lose their lives they must do an active forfeit</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Use forfeits or lives so players are never out</li> </ul>

## Monkey Ball

EQUIPMENT	<ul style="list-style-type: none"> <li>1 Ball</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players should have their legs wide open so that the circle is large enough.</li> <li>The monkey ball must roll across the floor and</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>Players create a circle with legs outstretched, touching toes with the player next to them</li> <li>Take turns to roll the ball in between other players legs. Players cannot block the ball with their knees or legs</li> <li>Every player has 4 lives. Each time the ball goes through their legs they do the following: Life 1: Put one arm behind their back. Life 2: Turn around. Life 3: Must do a forfeit in the middle.</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Make monkey noises when striking the ball</li> </ul>

## Gaga Ball

EQUIPMENT	<ul style="list-style-type: none"> <li>• Ball</li> <li>• Cones</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>• Use cones to lay out a safe area to play in</li> <li>• Players must always stay on their feet</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>• In a circle, any player can roll or strike the gaga ball against other players' legs below knee height</li> <li>• Every player must place one hand behind their back whilst playing</li> <li>• If a player is struck by a ball they must step outside of the playing area</li> <li>• If the leader shouts "jailbreak", every player is allowed to return to the game</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>• Players can return to the game by doing a forfeit</li> <li>• Introduce more balls</li> <li>• Players they are out, can help put the balls back in the playing area</li> </ul>

## Horses and Jockeys

EQUIPMENT	<ul style="list-style-type: none"> <li>• N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>• Players must not run through the circle</li> <li>• Remind all players which direction they must run in</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>• In a circle, players need to get into pairs. The horse stands at the front and the jockey stands at the back</li> <li>• Call out "Horse" or "Jockey". The horse or jockey must step outside of the circle and run around the circle until they get back to their partner</li> <li>• The pair who gets to their position last has to sit down</li> <li>• The last standing pair win the race</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>• Vary the size of the playing area</li> <li>• Jockeys need to catch their 'horses' using a two handed tag</li> <li>• Vary the locomotor movement used to move around the circle</li> </ul>

## Boomba

EQUIPMENT	<ul style="list-style-type: none"> <li>1 Ball or Beanbag</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players who are sitting down must have their legs straight out in front of them, flat on the floor</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>In a circle, players will pass the Boomba Ball to the player next to them</li> <li>The leader will stand in the middle and close their eyes and loudly call out "tick, tick, tick"</li> <li>When the leader ends the time, they must shout "Boomba!"</li> <li>Whoever is holding the ball must sit down with their legs out</li> <li>The player next to them must now jump over their legs</li> <li>The last player standing, wins!</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Make some countdowns slow and some fast</li> <li>Give players a chance to count in the middle</li> </ul>

## Splat

EQUIPMENT	<ul style="list-style-type: none"> <li>N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players stand in a large circle</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>The 'Splat Master' stands in the middle of the circle</li> <li>The splat master points at a player and must say "splat"</li> <li>The player being pointed at, must duck down. The two players next to them turn to each other and say "splat"</li> <li>The player to say "splat" first wins and the other player must sit down</li> <li>The last two players standing have a final "splat off" and stand back-to-back</li> <li>For every word that is not "splat" they take one step forwards</li> <li>When "splat" is said, players turn to each other and the first to say splat, wins!</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Keep the game fast paced</li> <li>Let players take turns at being the Splat Master</li> </ul>

## Hula Hoop Game

EQUIPMENT	<ul style="list-style-type: none"> <li>• 2 Hula Hoops</li> <li>• 1 Stopwatch</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>• Make sure the Hula Hoop is large enough for players</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>• All players stand in a circle and hold hands</li> <li>• Ask 2 players to let go of each other's hands, place the hula hoop in between their hands and ask them to hold hands again</li> <li>• Players must pass their whole body through the hula hoop without letting go of each other's hands</li> <li>• Once every player passes through the hoop, the time ends</li> <li>• Repeat the cycle and see if the team can improve their time</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>• Split the group into two teams and race against each other</li> <li>• Ask the players to count               <ul style="list-style-type: none"> <li>• <b>Easier</b> <ul style="list-style-type: none"> <li>• Make the hula hoop larger</li> </ul> </li> <li>• <b>Harder</b> <ul style="list-style-type: none"> <li>• Make the hula hoop smaller</li> </ul> </li> </ul> </li> </ul>

## Time Ball

EQUIPMENT	<ul style="list-style-type: none"> <li>• Ball</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>• Players stand in a circle</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>• Players throw the ball to each other and chant "don't drop the ball"</li> <li>• If a player drops the ball, everyone should start counting down from 10</li> <li>• The player holding the ball at the end of the countdown loses a life or does a 'forfeit'</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>• Adapt the ball size suitable for your group</li> </ul>

## Flinch

EQUIPMENT	<ul style="list-style-type: none"> <li>• Ball</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>• Players should not throw the ball too hard</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>• All players stand in a circle and put both hands behind their back</li> <li>• The 'leader' stands in the middle and throws the ball to each player</li> <li>• If a player drops the ball, they must do an active forfeit to re-join</li> <li>• If the leader in the middle pretends to throw the ball to a player and their arms go in front of their body, they also must do a forfeit</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>• Allow players to be the leader in the middle</li> </ul>

## 1,2,3 look

EQUIPMENT	<ul style="list-style-type: none"> <li>• N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>• All players stand in a circle with their eyes closed and their heads lowered</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>• The leader calls out 1-2-3-Look!</li> <li>• As the leader calls "look," the players look up at one specific person.</li> <li>• Players cannot change who they are looking at during each round</li> <li>• If that person is looking directly back, both players are out. If that person is looking at a different person, the campers put their heads back down and wait for the next call of "1-2-3 Look."</li> <li>• Continue the game rapidly to close the circle and eventually you'll be left with two people and the game is over</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>• Speed the pace of play up and down</li> </ul>

### 3,6,9 Clap

EQUIPMENT	<ul style="list-style-type: none"> <li>N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players stand in a circle</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>Players cannot say 3, 6, or, 9 and must clap instead when it is their turn</li> <li>Players take it in turn to count from one</li> <li>If a player incorrectly says a number containing 3, 6 or 9 they must perform a forfeit to re-join the game</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Allow players to have three lives</li> <li>Players must perform a forfeit/ lose a life if they take too long to speak or clap</li> </ul>

### Clap, Pat, Snap

EQUIPMENT	<ul style="list-style-type: none"> <li>N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players sit in a circle</li> <li>Choose one player to be the 'detective' and leaves the circle</li> <li>Choose another player to be the 'mime'</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>The mime performs an action (clap, pat or snap) and players within the circle continue to copy</li> <li>The detective returns and stands in the middle of the circle</li> <li>The mime continues to switch the action and everyone else follows</li> <li>The detective in the center has three tries to guess who the mime is</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Increase / decrease the amount of guesses allowed</li> <li>Change the mime and detective each round</li> </ul>

## Frogger

EQUIPMENT	<ul style="list-style-type: none"> <li>N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players sit in a circle with their eyes closed</li> <li>Choose one player to be the 'detective' and leaves the circle</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>Leader walks around the circle and chooses one person to become the 'frogger' by tapping them on the head</li> <li>When the frogger has been chosen, the detective returns to the circle and stands in the center</li> <li>The frogger's role is to stick their tongue out at people. When they do this, it will "freeze" that person</li> <li>The detective has three tries to guess who the frogger is</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Once frozen, players should make a funny face and hold it</li> <li>Change the frogger and detective each round</li> </ul>

## Ninja

EQUIPMENT	<ul style="list-style-type: none"> <li>N/A</li> </ul>
SET UP AND SAFETY	<ul style="list-style-type: none"> <li>Players stand in a circle close together</li> </ul>
HOW TO PLAY	<ul style="list-style-type: none"> <li>The leader says 'ninja', players jump back and freeze into a 'ninja' pose</li> <li>The leader makes the first move to attempt to gently hit the person to the right or left of them in one move</li> <li>After their attempt, they must freeze in the position they end up in</li> <li>The person they are attempting to hit has one move to avoid the hit</li> <li>That person then goes on to attempt to hit the person next to them, and so forth</li> <li>Players must put their arm behind their back if it is hit</li> <li>If a player loses both arms, they must do a forfeit to re-enter the game</li> </ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"> <li>Players can also move their feet</li> </ul>



## Zimmy, Zimmy

EQUIPMENT	<ul style="list-style-type: none"><li>• N/A</li></ul>
SET UP AND SAFETY	<ul style="list-style-type: none"><li>• Players stand or sit in a circle</li><li>• Choose a leader to be 'Zimmy'</li></ul>
HOW TO PLAY	<ul style="list-style-type: none"><li>• Starting from 'Zimmy', players count, clockwise, from one – this is their number for the game</li><li>• Players clap twice and snap once to make a pattern</li><li>• All players start by chanting "Zimmy, Zimmy, Zimmy Zimmy, Zimmy, Zimmy, Zimmy Zimmy, to the pattern</li><li>• The leader then starts by saying 'Zimmy, Zimmy' then calls out a number twice</li><li>• The player with that number has to repeat its number and say another number and so on</li><li>•</li></ul>
ROUNDS & ADAPTATIONS	<ul style="list-style-type: none"><li>• When players call out 'zimmy, zimmy', everyone must start chanting again and the pace of the game increases</li></ul>