



End of School Gala: Outdoor Games



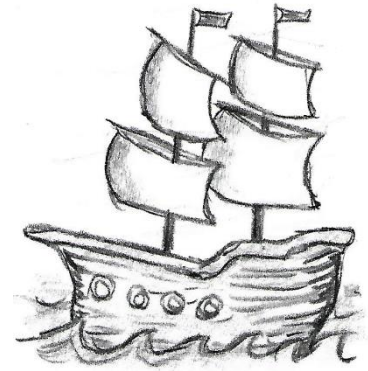
Anita's Mom said it was o.k. to invite her aunt and uncle and cousins who lived next door. Of course they had to wear masks, keep 6 feet apart, and eat their picnic lunch in their own yard. Here are the directions for the games the family played before lunch:

Captain's Orders

Equipment: None

First everyone practices together each of the 6 actions the captain may order:

1. Captain is coming - Stand at attention and salute.
2. Starboard - Run to the right hand part of the yard.
3. Port – Run to the left hand part of the yard.
4. Man (Person) Overboard – Drop to the ground and wave arms like you're swimming.
5. Scrub the Deck – Squat on the ground and pretend to scrub it.
6. Climb the rigging. Rigging = ropes. Stand up and pretend to climb.



Then

- Choose one person to be the Captain (the leader). All others are the crew.
- The Captain calls out one order.
- If any of the crew does not follow an order correctly, they are out.
- The last person to either be out or to complete all the orders correctly is the new captain.

Play as long as you like.

Splat

Equipment: One water balloon per player (balloons are the same size), sidewalk chalk, measuring tape (if you don't have tape, mark a piece of string with pencil). If you don't have a balloon you can use a small, thin plastic bag, put same amount of water in every bag, and tie the bags shut.

Where to play: On the paved driveway or a sidewalk. The hotter the pavement, the more fun the game.

1. Choose a recorder.
2. Choose order of contestants. One contestant splats at a time.
3. Contestant holds the water balloon high overhead. Then s/he throws the balloon firmly on the hot pavement, attempting to make the largest wet mark.





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4. The recorder quickly outlines the splat with chalk, writes the initials of the contestant inside the splat, measures the splat at its widest part and writes the measurement inside the splat.
5. The winner is the contestant with the largest splat.

Note: If there are enough water balloons, splat can be played repeatedly with a different recorder each time.

Lunchtime

See how many can figure out this riddle and what the answer has to do with lunch:

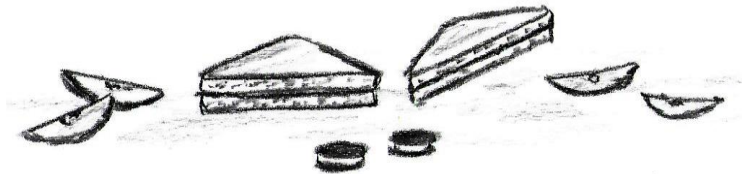
I usually grace the table.

And I'm never very hot.

But sad to say.

That's not today.

The hard ground is my spot.



Uncle had traveled a lot in countries outside the United States. He taught everyone this game which children play in Russia. He thought it was a good after lunch game because you had to move but not too much!

Edible/Inedible

Adapted from: [Around the World Outdoor Games Booklet](#)

Equipment: a bouncy ball

1. Choose a leader.
2. Know the objective of the game: Think whether or not to catch a ball from the spoken word given by another player.
3. All players stand in a row.
4. The leader throws a ball to one of the players. WHILE THROWING, the leader calls out an object. If the object is edible (can be eaten by any living thing) the player catches the ball. If it isn't, the player bounces the ball away from themselves.
5. The leader tries to confuse the players. For example, the leader may say, "acorn" (it is edible by animals but not people.) Also, the leader may say "candy wrapper" (a player would hear candy and might catch the ball, even though candy wrappers aren't edible).
6. If the player makes a mistake and eats (catches) an inedible object, that player becomes the new leader.



Note: The faster the leader throws the ball and calls out objects, the more exciting the game.



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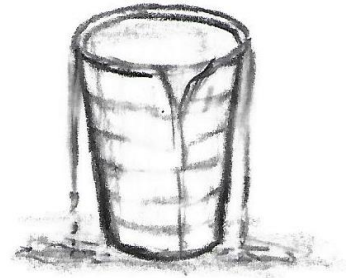


Spill Not

Equipment: 1 paper cup for each person (cups are all the same size), something to mark a finish line (piece of clothesline, chalk mark, stick, row of stones)

Preparation:

1. Place finish line at least 18 feet away from starting line.
2. Choose a leader, preferably an adult the first time the game is played. The leader fills each cup with water to its tippy top from outside spigot if available. If not, bottled water or pitcher of water from inside will be needed. Leader shows players how to line up on starting line, gives each player a filled cup.



Directions:

1. Leader explains the game's objective – To try to keep as much water as possible in the cup while moving as directed: walk, walk backward, hop on one foot, or hop on two feet. They should stop when they get to the finish line and hold their cup steady. If they didn't follow directions they can't win.
2. Leader calls out different ways to move in any order they wish.
3. After all have reached the finish line, the person with the most water remaining in the cup is the winner and becomes the next leader.

Note: The leader has a rather complicated job. Adult help may be required.

To Think About and Share after the End of School Gala

1. Which game did you enjoy most? Why? (Compare your answers.)
2. Think about all four games. In which one did you have to try the hardest to follow the directions? (Discuss your answers together.)
3. Did you enjoy learning a game from a different country? What game from our country would you share with a friend?