

Outside Games

Amoeba tag Two people are it. They hold hands and [chase](#) people, the person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2 they must split even numbers and can link together at will. This [game](#) is played till' nobody is left.

A.K.A. Andy Over

It is played over a lower building that you can throw a [ball](#) over and be able to run all the way around it. You call out Annie-Annie Over and throw the ball over the building to the [kids](#) on the other side. If they catch the ball they can sneak around the building and throw the ball at you or catch you and tag you. You have to keep an eye open for them coming and beat them to the other side of the building. If you make it then that is your side but if you are tagged then you are on their side. There can be an even number of kids on each side to start with. When there are three-four kids on a side they can split up and some go each way and then you don't know who has the ball. If the ball is not caught then they can wait a moment to try and fool you and then holler out Annie-Annie Over and throw the ball back. If the ball doesn't go over the building, the throwers can yell 'Pigtail!', and then try to throw it again. The ball must be caught in order to run around the building after you. When the last kid on a team is tagged then that team wins.

This [game](#) is played with a large ball; each kid picks a number in the beginning of the game the oldest [child](#) takes the ball and throws it in the air crying "[baby](#) in the air number..." <whatever> then runs away.

The child who's # is called grabs the ball and yells freeze (he must have the ball to yell that}.

Then the child with the ball take three step toward any other child and throws the ball at that child. If he hits the kid the child gets a B, if he misses the thrower gets a B.

When a child gets hit four times getting a letter each time baby he or she is out and so on till there is one child who is left.



There are two sides (teams), doesn't matter how many on each side and it doesn't have to be even. It sort of like Charades, but instead of acting out a word or phrase, you act out occupations.

Each side gets in a "huddle" at their "[home base](#)" to decide what occupation they will act out and whichever side is ready first begins. That "team" yells loudly, while "marching" toward the other team, "Bom, Bom, Bom...Here we come...All the way from Washington."

Then the other team yells, "Where'd you come from?"

Answer: "Pretty girls' station!"

The other team yells, "What's your occupation?"

Answer: "Almost anything!"

Then the other team yells, "Get to work!"

The team starts acting out its occupation (such as painters, [auto mechanic](#), etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

To begin when there is a group of children, pick two captains and they then

choose their "team". Each team has a home base. After teams are chosen,

one team is chosen to present the charade. This team then decides what to

do, ie. "wash dishes"; "wash [clothes](#)

"; "ride a horse"; "going grocery

shopping"; etc. Once this has been done and the actions for the charade

discussed, the teams line up on their [home](#) bases facing each other.

The

teams then approach each other and the team chosen to begin the [game](#), begins

with the following question:

Team 1: "Here we come."

Team 2: "Where are you from?"

Team 1: "New Orleans." (This is the name that we always called the game.)

Team 2: "What's your trade?"

Team 1: "[Ice cream](#) and lemonade."

(Team 1 then begins the charade and Team 2 tries to guess. The captain of



Team 1 answers the guesses either by saying yes or no or you're getting warm, you're getting closer, you're going to burn, etc. If the correct guess is made, Team 2 tries to catch the members of Team 1 before Team 1 can run back to their home base.)

Teams can be of 1 or more players. Each team has a [pitcher](#) and possibly one or more fielders. The playing field is composed of a wall and the area in front of it. A strike zone based on a baseball/[softball](#) strike zone is drawn on a wall. The pitcher pitches a tennis ball from a set distance depending on the age of the players. If the batter swings and misses it is a strike. If the ball hits the wall within the box, it is a strike. Three strikes is an out; four balls is a walk. A fair or foul area is defined at the beginning of the [game](#). A ball must travel a minimum distance in the air to be declared a fair ball. Increasing distances of carry in the air are used to decide whether a hit is a single, double, triple or home run. The team with the most runs at the end of the game wins.

This [game](#) is best played by a medium (4-10) group of [kids](#). One player has the [ball](#) and is "it". He runs after one or more of the others to try to throw the ball and hit one of them (obviously a reasonably soft ball is used). The others try to avoid being hit. Whoever the ball is thrown at can attempt to catch the ball. If they catch it, the thrower loses a point. If they don't catch it (or don't try) and they're hit, they lose a point. If no one is hit, no points are lost. If the ball is not caught, any nearby player can try to grab the ball to become "it". When a player loses 5 points, they're out. Play continues until there's only one left -- the winner.

You start off with a tennis [ball](#) and throw the ball continuously back and forth until somebody drops the [ball](#) when someone drops the ball you say "Down on one knee" then say the same person drops it a second time then you say "Down on two knees" then if the same person drops the ball again you say "Down on one elbow" and again you say "down on two elbows" and then chin and then you're out but remember you have to stay in the position you're in to catch the ball and throw the ball.

In the standard game, there are four squares painted on the ground, all touching each other, making one, larger square. Each small square is roughly 8' x 8', but that's not a hard and fast rule. The [ball](#) used is the standard red 'kickball'



Each player occupies one of the squares. The squares each have a rank order. The square with the highest rank is called the 'King' [Sometimes the 'Ace']. The other squares sometimes have names, and sometime don't. The #2 square may be called the 'Prime Minister', or the other three may be called the 'Queen', 'Prince', and 'Princess'.

The [start the game](#), the King serves the [ball](#) by bouncing it in his square once and then hitting it towards one of the other squares. The receiving player then hits the ball to any other player, and play continues until one of the following things occur:

- 1) A player hits the ball (or is hit BY the ball) before it bounces once in their square.
- 2) A player does not hit the ball before it bounces twice
- 3) A player hits the ball out of bounds (it must land in someone's square first)

Once a player is 'dead', they move back to the lowest ranking square. The other players then move up to fill the vacancies. If there are more players than squares, that person goes to the back of the line, and the person at the front of the line gets to move onto the lowest square and play.

Playing off of walls, poles, etc was not only legal but encouraged.

Click [here](#) for some thoughts on [how big](#) the squares should be.

Two teams (minimum of 3 people per team) played. First, to decide who would

go first, you had to "shoot" for it (i.e. Scissors, Rock, [Paper](#)...). The team that won the shoot got to hide first. The other team members covered

their eyes and counted "60 Mississippis". Then they'd go and search for the

members of the other team.

When you captured a member of the other team, you took them to "jail" (one member of the team [searching](#) had to act as a guard).

Variation: [When one person found a member of the other team, they'd grab that person and while holding on to them said "Black Horse Kick and a Caw Caw Caw. If the other person didn't pull away while they were saying the phrase then that person who was grabbed would go to jail.]



The other team members who were in hiding had to attempt to free their team mates from jail. All you had to do was to run up to the jail, tag it with your foot and [scream](#) "Freedom" or "Alli, alli Instant Free". If the person who came into free his or her teammates was getting caught by the person guarding jail, the guard would scream "No chains can break these safety-locks" and that person would get put in jail with his teammates.

If he didn't get caught, and was able to tag the jail and scream "Freedom" or "Alli Alli Instant Free"-- Everyone in jail would make a run for it and try to hide again. Once all of the team members were caught, the other team got to hide.

I loved that [game](#). We would play for hours. I still remember some of my better hiding spots! There were times when we had 10 [kids](#) on each team playing.

The way you play is: Many people line up against a wall. A chosen player goes to the front of the line with a [ball](#). Then he or she either shouts "Head" or "Catch!" while throwing the [ball](#). Whatever the person calls, the first has to do just the opposite; if the thrower calls "Head!", the first person has to catch the ball, and if the thrower calls "Catch!" the first person has to head the ball. If the first person either misses the ball or does the wrong thing, he/she is out and the play continues. But if the person does the right thing, he/she is still in, and the play still continues.

Whoever is in last [wins](#).

Another version is: Everyone lines up against a wall with their hands behind their backs. The chosen thrower either throws the ball or fakes throwing it. If the thrower throws the ball, the catcher must catch it. If the catcher misses, he is out. If the thrower fakes the throw, the catcher is not allowed to jerk, move, or make any move that shows that he thought the ball was thrown. If he does, he is out.

Whoever is in last wins.

For more ideas see gameskidsplay.net



