

Marble Game

Equipment: Marbles

Number of players need: Two players plus

Take an amount of marbles and decide on a number to work on like 8 and hold in hands.
Have your player count out 8 marbles or any number.
Place the marbles in your hand and put your hands behind your back.
While behind your back put split the marbles up e.g. 3 in one hand and 5 in the other.
Show the player the marbles in one hand and they must guess how many you have in the other.
Play this again using other combinations.
It helps children learn different combinations of sums and how they add up.

Chimp Race

Equipment: Nothing

Number of players need: Small to large groups

Set up team's of no less than 5 in each team.
The first person on each team is to bend over with feet apart and grab their ankles.
On "go", they are to race down the course and back without letting go of their ankles.
Each person on the team repeats the relay.
The first team to finish is the winner.

Heron Ball Relay

Equipment: Balls

Number of players need: Small to large groups

Set up teams of max 10 players, each team has 1 ball.
The team chooses a leader to through the ball at each team member 5 times while they are stood on their right leg.
Once they have completed this the leader has to go to be beginning and start all over again but their team mates standing on their left leg.
Once all team members have caught the ball 10 times one member of the team has to through the ball to the leader with them standing on their right leg for 5 times and same for their left.
Once finished the leader has to run to finish line with the ball.

Four Leaf Clover & Daisy Race

Equipment: Cut out two 5 inch clovers for each team

Number of players need: Small to large groups

Set up teams with first person on each team holding 2 four leaf clovers.
On "go" they are to place the clovers in front of them to step across course.
When they step to the second one, they are to pick up the first one while standing on one foot.
Once they pick up the first one they place that one in front and step on it.
The object is to go across the course stepping on only the clovers without stepping on the floor.
If they step on the floor they must return to the starting line and start again. You can use different variations of this game. You could line a gym up with everyone holding clovers and the first one across is the winner. This also could be varied for the time of the year, Valentines, Crosses for Easter, Bunnies, or Spring Flowers.

Quick Sand

Equipment: Sand, buckets, plastic bottles (with holes in), 2 planks of wood.

Number of players need: Small to large groups

Setup two teams.
Each team has to fill the plastic bottles with sand and walk the plank to fill bucket at the other end.
The team to get the most sand wins.