Park Futures Edu THG VARIANTS

CHRP THIL

8-20 players - form a line hand on waist, with a head (leader) and tail.

Object of the game is for the head to catch the tail.

EHGLE AND CHICKS

8-20 players - form a line hand on shoulder, with a head (hen) and chicks. Eagle stands a few feet away and when line is made, eagle tries to catch the last chick in the line. As the eagle catches chick after chick until no more are left. Last one caught is the new eagle.

DRAGON TAG

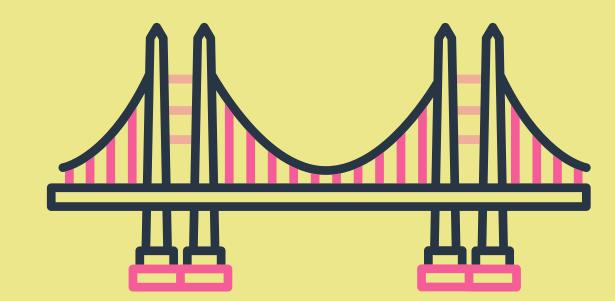
Need at least 10 players, four to be the dragon. When they surround a player, that person must join the dragon. Game is over when everyone is captured in one long dragon

JELLYFISH THG

Attach crepe paper streamers to IT, these are its tentacles. Let the other children be fish. Jelly fish chases fish, and try to catch them with tentacles. When caught, fish freezes. Last fish touched becomes jellyfish.

SEH TURTLE THG

Everyone is jellyfish and IT is a sea turtle. Each jellyfish has three or four paper streamers attached to them. Turtle pulls each streamer off, and when none are left that jellyfish is out. Last one becomes the sea turtle.



BRIDGE THG HKH TORII THG

Two players are 'it' create a bridge or Torii, holding arms high enough for others to pass. Other players join hands and walk around the bridge then under the bridge. When the last player passes under the bridge, the two who are 'it' let go and catch the other players. When caught, you freeze. Last two not caught are the new bridge.

SPIDER WEB

Groups of 4-5 kids hold hands, they are the webs. One child is the fly to each web. If the beginning or end of the web touches a fly, they become part of the web. The last person in the web breaks free and is now a fly

GROUNDHOG THG

Indoor or out - use circles, hoops or mats to designate holes for groundhogs, which are 'safe spaces.' "It" is the coyote.

BANDITS VS MAILBAGS

Cut a large plastic bag so you get a bunch of plastic rings. These are the mailbags on the mailman team. The other team are bandits. The bandit who steals the most mailbags wins. Mailbag carriers can return to home base twice to get two more mailbags before they are out. After the winner is declared, switch the teams. Everyone on roller skates!

