**Games for Keep Active**

**Game 1: Foxes and Hounds**

Split the class in half and line them up in the middle of the hall/field facing each other; one line are the foxes and the other are the hounds.

Each child will have a bib tucked into the back of their shorts as their tail and the aim is for the children to take the ‘tail’ from the child opposite them.

When “foxes” are called, they will turn and run towards the end of the hall/field and the hounds will try and grab their tails…then vice versa.

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Foxes Hounds

**Game 2: Four corners**

Split the class into 4 groups and each group stands in a corner by a hoop.

There should be a hoop in the middle of the hall filled with beanbags.

One child from each team is allowed to leave their corner and collect a beanbag from the centre to bring back for their team hoop. Once they return to their corner, the next team member can go and collect a beanbag from the centre and so on. Each child is only allowed to collect one beanbag at a time.

Once all the beanbags have been taken from the middle, one child at a time from each corner can go to another team’s and take one of the beanbags, returning it to their corner before someone else leaves the corner to take a beanbag from another team. No corner can take a beanbag from the same team consecutively. After the allocated time is up, the winning team is the one with the most beanbags.

You could also award bonus points for team work.









**Game 3: Duck, Duck, Goose**

All the **players**, except the chosen child, sit in a circle. The child walks around the circle, tapping each player on the head, saying “duck” each time until they decide to tap someone and say “goose.” That person becomes the goose and runs after the child, trying to tag them before they return to the space in the circle.