

Playground games

Sources : http://www.activityvillage.co.uk/outdoor_games_and_activities.htm http://www.pmf1.eu/english-games (pour commander des DVD sur les jeux de cour) http://www.pmf1.eu/english-games http://www.videojug.com/tag/playground-games	<i>Playground games</i> , Oxford University Press
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	Compétences en LVE	Règles :	Variantes
Grandmother's footsteps (Variante de 1, 2, 3 soleil) Classe: C2, début C3	CO : Suivre des instructions courtes et simples Comprendre des expressions très courantes PC: Utiliser des expressions et des phrases proches des modèles rencontrés	<ul style="list-style-type: none"> - Players stand at a "home base" in a line. Grandmother stands with her back to them about 10 meters away. - The players creep forward, but whenever grandmother whirls round they must stop moving forward and "freeze" - If she sees any of them moving, she sends them back to the starting line, saying "Go back" - The child who is the first to touch grandmother becomes the next grandmother. 	Before Grandmother can turn around, she can count or spell a word.
Tag (chat !) Classe: C2, début C3	CO : Suivre des instructions courtes et simples	<ul style="list-style-type: none"> - All you need is a group of kids and a decent sized backyard. - One person is designated as "it", and that person runs around and tries to touch someone else. - If they succeed, the person they touch is now "it" and tries to chase everyone else. 	Freeze tag : In this version of Tag, one person is still "it", but when they touch someone, that person is " frozen " in place. They cannot move and must stand with their feet apart. The only way they can become unfrozen is if a person crawls under their legs. Play continues until all the players are frozen. Then the last person to be frozen is "it" for the next game.
Duck, Duck, goose Classe: C2, début C3	CO : Suivre des instructions courtes et simples Comprendre des expressions très courantes PC: Utiliser des expressions et des phrases proches des modèles rencontrés	<ul style="list-style-type: none"> - The players sit in a large circle facing inwards. - One player is chosen to be the 'tapper' and walks around the outside of the circle. As he walks around, he touches each child gently on the head whilst saying, 'Duck, duck, duck.' - At some stage he will tap a child and say, 'Goose,' instead. The goose then jumps up and chases the tapper around the circle. The tapper in turn tries to get all the way back to the goose's spot, 'home', without getting caught. - If the tapper gets home safely, the goose becomes the new tapper and the game starts again. - If the goose catches the tapper, the game starts again with the same tapper. 	

<p>Lucy Locket (jeu du facteur)</p> <p>Classe: C2, début C3</p>	<p>CO : Suivre des instructions courtes et simples</p> <p>PC: Reproduire un modèle oral</p>	<ul style="list-style-type: none"> - The players sit in a big circle. One player is Lucy Locket. Lucy Locket stands outside the circle. She has an handkerchief. - Lucy Locket walks slowly around the circle. The players sing, « Lucy Locket lost her pocket, Where did she drop it ? Drop it. Drop it.... » - Lucy Locket drops the handkerchief and starts to run. The players stop singing. - The player nearest to the handkerchief picks it up quickly. He runs around the circle <u>in the opposite direction.</u> - The first player to run around the circle and sit down is the winner. The loser is now Lucy Locket. 	
<p>I wrote a letter to my mother (jeu du facteur)</p> <p>Classe: C2, début C3</p>	<p>CO : Suivre des instructions courtes et simples Comprendre des expressions très courantes</p> <p>PC: Reproduire un modèle oral</p>	<ul style="list-style-type: none"> - In this ring game all but one of the children are seated facing inwards, with one going round the outside of the circle with a handkerchief in one hand. - - As the children sing, s/he drops the hankie at random and carries on round the ring: I wrote a letter to my mother, on the way I dropped it And one of you has picked it up and put it in your pocket. Not you, not you, not you, not you..... and on round until s/he reaches the child who has the hankie behind her, with "....not you, but YOU!!" and a tap on the shoulder. - The chosen child then has to jump up and race the child outside the ring, in opposite directions, back to the gap left in the circle - the loser is "it" for the next round of the game. 	
<p>May we cross your golden river, Mr Crocodile?</p> <p>Classe: C2, C3</p>	<p>CO : Suivre des instructions courtes et simples Comprendre des expressions très courantes</p> <p>PC: Utiliser des expressions et des phrases proches des modèles rencontrés Reproduire un modèle oral</p> <p>RD : - Communiquer au besoin avec des pauses pour chercher ses mots</p> <ul style="list-style-type: none"> - Répondre à des questions 	<ul style="list-style-type: none"> - Two parallel lines mark out the "river" from the "bank." - One child is the "crocodile," the rest all stand on one side of the "river." - The children on the "bank" all chant in unison, "Please, Mr. Crocodile, may we cross your golden river?" and the "crocodile" will reply with a condition - "Yes, if you are wearing some blue". - Children who fulfill the condition may cross unchallenged; once they are across the other side, the rest have to try to get across without being caught. - If Mr Crocodile touches someone, they're a crocodile too. <p>Continue the game until all the players are crocodiles</p>	<p>“ yes, if you have a B in your name,” or even "Yes if you were born in April" - it is up to the crocodile's imagination.</p> <p>- once they are across the other side, the rest have to try to get across without being caught as if they are they will have to sit out the rest of the game. The game continues back and forth across the "river" until there are no more children left to catch, when the game may be restarted with the last child caught taking over as the crocodile.</p>

<p>The bulldog <i>(variante de l'épervier)</i></p> <p>Classe: C2, début C3</p>	<p>CO : Suivre des instructions courtes et simples</p>	<ul style="list-style-type: none"> - The players stand next to one wall. - One player is the bulldog. The bulldog stands in the middle. The bulldog shouts « GO ». - The players run to the other wall. The bulldog tries to catch someone. - If she touches someone, they are a bulldog too. - Then the players run back to the first wall. - Play the game until all players are bulldogs. 	
<p>Queenie</p> <p>Classe: C2, début C3</p>	<p>CO : Suivre des instructions courtes et simples Comprendre des expressions très courantes</p> <p>PC: Utiliser des expressions et des phrases proches des modèles rencontrés Reproduire un modèle oral</p> <p>RD: - Communiquer au besoin avec des pauses pour chercher ses mots - Répondre à des questions</p>	<ul style="list-style-type: none"> - A person is chosen, by a quick game "Ip, dip" to be the "Queenie" and that person turns her back to everyone else. - The "Queenie" then throws the ball over her shoulders and one of the other players needs to catch it or pick it up. - Everyone, except the "Queenie", puts their hands behind their backs so that the "Queenie" doesn't know who has the ball. - The "queenie" then turns around and everyone shouts: "Queenie, Queenie who's got the ball? Are they short, or are they tall? Are they hairy, or are they bald? You don't know because you don't have the ball!" - The "Queenie" has to guess who has the ball through a process of elimination "Is it you? Have you got the ball?" The player has to answer: "Yes it's me. I've got it (the ball) or No, it's not me, I haven't got it (the ball)". - If the person with the ball is the last one to be picked, that person becomes the new "Queenie." 	<p>Les élèves peuvent reprendre la chanson de Queenie et adapter les paroles en utilisant vocabulaire appris en classe.</p>
<p>What's the time, Mr Wolf ?</p> <p>Classe: C2, début C3</p>	<p>CO : - Suivre des instructions courtes et simples - Comprendre des expressions très courantes</p> <p>PC: - Utiliser des expressions et des phrases proches des modèles rencontrés - Reproduire un modèle oral</p>	<ul style="list-style-type: none"> - Choose Mr. Wolf : One person is chosen to play the Wolf. Mr. Wolf stands facing a wall, with his back to the rest of the players. - Ask the time : Everyone stands at a "home base" in the playground, just at the opposite end of Mr. Wolf's home base. They all ask loudly, "What's the time, Mr. Wolf? » - Call the time : Mr. Wolf calls out a time .For example, "It's 5 o' clock! » The players advance the same number of steps (5 steps) - Repeat : They ask the wolf the same question again and the Wolf answers with a different time like 3 o' clock. The rest of the players step forward again according to the time called out. - Dinner time! : Repeating this a few times allows the players to get very close to the Wolf. The closer they get the more exciting it gets, because at his discretion, the Wolf can shout "Dinner time!" which is the signal for the Wolf to chase the players and try to tag them. The person the Wolf catches becomes the next Mr. Wolf. - If a player reaches Mr. Wolf before "dinner time", he taps Mr. Wolf on the shoulder and runs for home. If the player gets home then he is safe. If he is caught, he becomes the wolf. 	

<p>Stuck in the mud</p> <p>Classe: C2, début C3</p>	<p>CO : Suivre des instructions courtes et simples</p>	<ul style="list-style-type: none"> - First you must choose who is going to be 'It.' - The people who are 'It' chase everybody else around the playground trying to tag them. - Any player who is tagged becomes stuck in the mud and cannot move. They must stand still with their legs apart and arms stretched out until someone releases them. - How to get unstuck : Players who are stuck in the mud can be released by free players, who must run under stuck players outstretched arms. - As the game goes on, more and more players get stuck. The last free player wins the game. 	
<p>Tic tac toe (Pierre / Feuille / Ciseaux)</p> <p>Classe: C2, début C3</p>	<p>CO : - Suivre des instructions courtes et simples</p> <ul style="list-style-type: none"> - Comprendre des expressions très courantes <p>PC: Reproduire un modèle oral</p>	<p>- Say this rhyme in time to this clapping pattern:</p> <p style="text-align: center;">"Tic tac toe going high, going low going criss cross lollipop catch a train fly to Spain Tic Tac Toe."</p> <p>- Rock, Paper, Scissors : Say "tic tac toe" and on the word "Toe" make the shape with your hand of either a rock, paper or scissors.</p> <p><u>Rock beats scissors</u> <u>Paper beats rock</u> <u>Scissors beats paper</u></p> <p>- Pinch cheeks : The winner pinches the other player's cheek. Play again and whoever wins a second time pinches their opponent's other cheek. Then they get to slap them on both cheeks. Not too hard though.</p>	
<p>Farmer in the Dell (Le fermier dans son pré)</p> <p>Classe: C2, début C3</p>	<p>CO : - Suivre des instructions courtes et simples</p> <ul style="list-style-type: none"> - Comprendre des expressions très courantes <p>PC: Reproduire un modèle oral</p>	<ul style="list-style-type: none"> - Stand in a circle. One person is chosen as the Farmer and stands in the middle. - Everyone sings, "The farmer in the dell, the farmer in the dell; Heigh ho, the Derry-oh the farmer in the dell" and walk around in the circle. - The next verse is "The farmer takes a wife . . .," which is sung as the first person chooses another person from the circle to come to the inside. - The next verse is "The wife takes a child . . .," when the second person inside the circle chooses a third person to be the child. This continues with "The child takes a dog . . .," "The dog takes a cat . . .," "The cat takes a rat . . .," and "The rat takes the cheese . . ." The final verse is "The cheese stands alone . . .," - When all people on the inside of the circle go back to the outer edge of the circle and sing as the last person chosen "stands alone" in the circle. 	

Poison

CO : - Suivre des instructions courtes et simples

- Comprendre des expressions très courantes

PC: - Utiliser des expressions et des phrases proches des modèles rencontrés

- Reproduire un modèle oral

- The chaser holds out his hands.
- Each player holds a finger.
- The chaser says « ***I went to the shop and I bought a bottle of....*** » (***anything in a bottle e.g lemonade, cola, pepsi,water, orange juice, vinegar....***).
- If the chaser says « poison », the players run. - The chaser tries to touch them.
- If she touches someone, they're it.

Classe: C3
