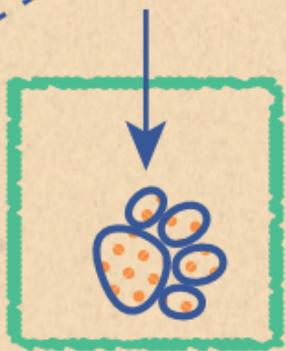
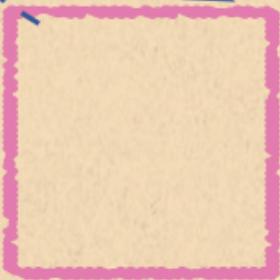
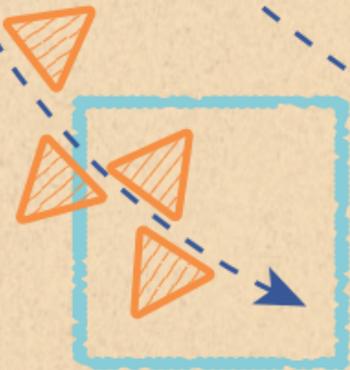
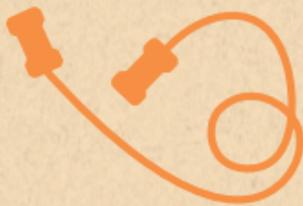
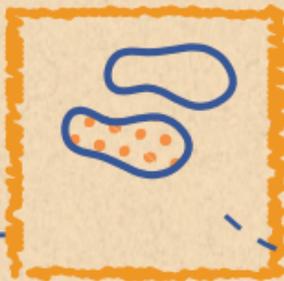


# PLAY CARDS



a  
playful/  
city



# HOPSCOTCH



## What you will need

Two players and a stick of chalk

## How to Play

The first player throws a small object into numbered spaces and then hops through it to recover the object.

Depending on whether the square is single or side-by-side, the player hops on a single leg or can use both their legs respectively.

# TAG



## What you will need

At least three or four players

## How to Play

One person is 'on' and chases the other.  
Whoever is caught is then 'on' instead.

# KERBS / KERBY



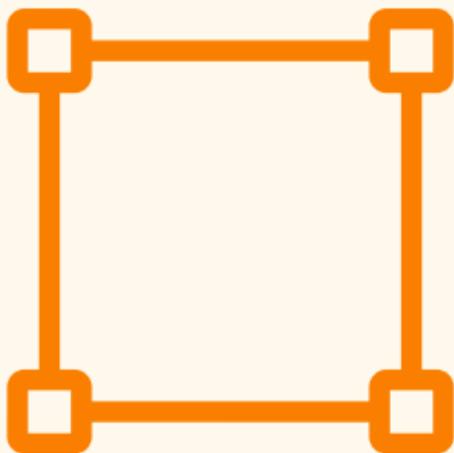
## What you will need

Two players, one football  
and a quiet road (with kerbs)

## How to Play

Two players stand on opposite sides of the road and throw a football to hit the kerb on the other side. 10 points for a kerb hit, 20 points if your ball then rolls back to your own kerb, 50 points if you catch the ball on the rebound.

# SQUARES



## What you will need

Two or more players and a stick of chalk

## How to Play

The first player draws a line from any dot to any vertically or horizontally adjacent dot. The next player does the same, and the players continue to take turns drawing lines in this way. The object of the game is to form a square by joining four dots.

# SNATCH THE BACON



## What you will need

Minimum 4 players

A beanbag / jumper / hat for the “bacon”

## How to Play

Create 2 teams, and line up opposite each other. Assign a number to each player

The “bacon” is placed in the centre.

The referee or one team player not running shouts go and the two number 1’s run to the middle and try to “snatch the bacon” and return to their team.

Winning team is one who makes most snatches of the “bacon”

# RED LIGHTS



## How to Play

One player is chosen to be on and they stand at top, about 10m from others, with their backs to them.

The player who is on shouts “1-2-3 Green Lights” while the other players move up behind them.

The player who is on then shouts “No Laughing, no talking, no moving, Red Lights” and turns around quickly. Any player caught moving, talking or laughing must go back to the start line.

The first person to tap the play who is on, becomes the next person on.

# SCAVENGER HUNT



## What you will need

Scavenger hunt list

(Suggested list: a feather, something that's been eaten, something that's yellow, something that smells, something that's rough, a seed, something that comes from an animal)

## How to Play

Play in pairs or small groups and try and find the items on the list in a set period of time.

# RED ROVER



## How to Play

Have two teams line up facing each other, forming a chain by holding hands.

Flip a coin. Heads goes first (team one).

Team one decides who from the other team they want to call over, and shouts, “red rover, red rover, send (name) on over!”

The chosen player then runs toward the other team, trying to break through the clasped hands of two teammates. If they don't, they have to join that team.

But if they do, they get to bring back with them one of the two people from the broken link