

**Have an incredible summer!**

## **Rec. Leaders Training 101**

### **Games 101**

**Lead by: City of Whittier  
Jacque, Reina & Teresa**

### **Protector of the Castle - Jacque**

**Objective:** To collect as many jewels as possible in the time limit given

**Supplies:** Bean Bags, hula-hoops, cones, bucket, etc.

**Set Up:** Center island with jewels. Cones are set up to distinguish teams & starting point. Hula-hoops placed next to or near cones.

#### **Directions**

**Round 1:** Staff yells “Go” and one child from each team will run up to the center and grab one jewel one at a time then run back to their team, place jewel in hula hoop and tag the next person in line. This will continue until all jewels in the center are gone.

**Round 2:** Same concept of round one but now all teams can now steal from each other and the center with a time limit.

**Round 3:** Now you add in two dragons that are protecting the jewels. Dragons will be three steps away from the jewels getting ready to tag all kids trying to steal their jewels. Students tagged will return to their team and tag the next child to try to steal another jewel.

Rules:

- One person from each team allowed on playing field at a time
- Grab one jewel each turn
- Once the jewel is grabbed must go back in your teams corner

## **Link Tag - Reina**

**Objective:** Players stand in pairs and become "it" if the current "it" joins their pair.

**Supplies:** None

**Set Up:** All players find a partner and link elbows with them. These pairs spread out around the playing area.

The facilitator selects one pair and within that pair selects one person to be "it" and the other person to be the "chaser".

The "it" person runs around throughout the pairs. The "it" person can, at any time, link up with any pair. If the link person joins a pair, the person on the pair who the "it" member did not link with must separate from the chain and now be "it".

If the "it" person is ever tagged, they become the chaser and the other person becomes the "it". That other person is then free to join a pair, causing another player to split off and be the new "it".

Game lasts until facilitator says it is over.

It can be helpful for the facilitator to watch carefully and manage potentially confusing situations, specifically when the "it" person thinks they have linked up and the "chaser" thinks they have tagged them just before linking (creating two people who think they are "it").

## **Cup Side Down - Reina**

**Objective:** For the team to win.

**Supplies:** Cones &/or Cups

**Set Up:** Divide into two teams

**Directions:** One Team tries to turn all the cups upside down and the other team tries to turn them right side up. Both teams are allowed to go to opposing side to flip the cup in the opposite direction. If tagged they must return to their assigned side before continuing to play the game.

## **Human Tic Tac Toe -Teresa**

**Objective:** Players from either team X or Team O win as many rounds.

**Supplies:** Nine Chairs, 9 teams of 2

**Set Up:** Arrange the nine chairs in three rows of three, with enough space in between for people to run in, out, and around them. It should look like a big version of a tic-tac-toe board

**Directions:** Break students into groups of two, each group will receive a number, and one partner will be an X the other will be an O. You will separate the O has left side of the chairs and then X will be on the right side of the chairs. All groups must be at least 10 feet away from the chairs.

**Round 1:** When a student's number is said both student will run up to any chair and sit down and put up their sign (X or O) the fastest child that puts up their sign will stay and the other student must return to their side. You continue to play until one group has three in a row.

**Round 2:** Shout out at least three numbers. The players on each team with those numbers will then race to sit themselves 3-in-a-row in the chairs in the middle. The first team to make 3-in-a-row wins the round!

As it turns out, players will simultaneously be trying to make their row WHILE preventing the other team from creating theirs.

The only rule is that you cannot move the chairs (ex. pull a chair over to yourself to sit in it) and your team may not make their 3-in-a-row in the three chairs closest to where their team is lined up.