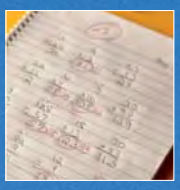
Capiche DESIGN

PLAYGROUND GAMES & MARKINGS



ADDITIONAL MATERIALS

You will need the following materials to complete the application of the stencils; MASKING TAPE, PAPER or CARDBOARD, & SPRAY PAINT.

PLEASE NOTE: *The stencils provided in the set are made of a durable material, but because of the intricate nature of their design, please handle with due care and attention.*

PLAYGROUND GAMES & MARKINGS

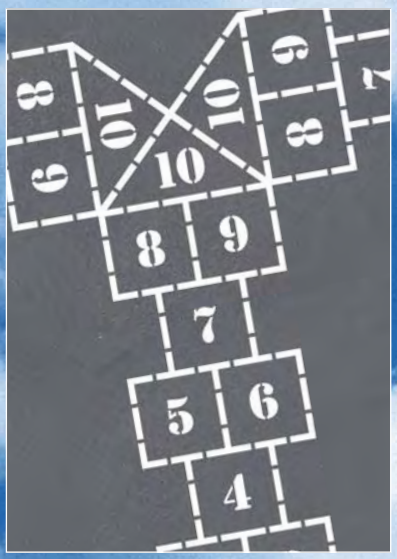
		PAGE
HOPSCOTCH PLAYERS: 1+ PLAYGROUND MARKING: Hopscotch WHAT YOU WILL NEED: Beanbag		04
SEARCH-A-ROUND PLAYERS: 2+ PLAYGROUND MARKING: Hopscotch WHAT YOU WILL NEED: Three baskets, containing different items, e.g. bean bag, small balls, etc. + Game Caller: A pupil who is not on either of the teams.		05
CRAZY MAZE PLAYERS: Up to 4 PLAYGROUND MARKING: The Maze WHAT YOU WILL NEED: Beanbags		06
WOLF & RABBITS PLAYERS: Up to 5 PLAYGROUND MARKING: The Maze WHAT YOU WILL NEED: No additional equipment required.		07
COLLECT THE TREASURE PLAYERS: 2+ PLAYGROUND MARKING: The Maze WHAT YOU WILL NEED: Treasure; the beanbag can be used here again + Blind folds.		08
ACTIVITY CIRCUIT PLAYERS: 1+ PLAYGROUND MARKING: Activity Circuits WHAT YOU WILL NEED: Balls, Hoops and Cones.		09
GET THE TREASURE PLAYERS: 2+ PLAYGROUND MARKING: The Snail WHAT YOU WILL NEED: Treasure; the beanbags can be used here again.		10
MOVEMENT THROUGH MATHEMATICS PLAYERS: 2+ PLAYGROUND MARKING: The Snail WHAT YOU WILL NEED: No additional equipment required.		11

HOPSCOTCH

PLAYERS: **1+**

PLAYGROUND MARKING: **Hopscotch**

WHAT YOU WILL NEED: **Beanbags**



ALL THREE HOPSCOTCH AREAS CAN BE USED AT ONCE.

Individuals or teams could have a race against each other to see who/which team is first to complete the task or individuals can just focus on completing the task.

The first player(s) throws a beanbag onto square number one. The player(s) moves along the grid placing one foot on single squares and both feet on the double squares until number 10 is reached, without stepping on the square holding the beanbag. The player(s) turn around and return to the start in the same way, picking up the beanbag when s/he reaches it. The beanbag is thrown onto number 2 and the moves repeated.

Play continues in the same way until the player(s) reach number 10 or mis-throw the stone. If the beanbag is misthrown and a player is just focusing on completing the task, another player should be given a turn.

When number 10 is reached the task is completed and it is the turn of the next player.

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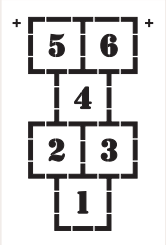
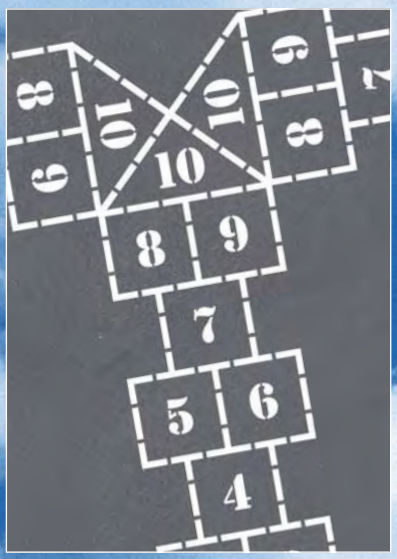


SEARCH-A-ROUND

PLAYERS: **2+**

PLAYGROUND MARKING: **Hopscotch**

WHAT YOU WILL NEED: **Three baskets, containing different items, e.g. bean bag, small balls, etc. + Game Caller: A pupil who is not on either of the teams.**



Three small teams can play this at any one time, with each team having a designated hopscotch area. An additional pupil acts as "caller". The caller should write a list of numbers from 1-10 and against each number write down a readily available item.

Three baskets containing 10 different small items e.g. beanbags, small balls, etc., could be placed a set distance away from each hopscotch area from which each item must be collected, with the caller noting these down in a particular order.

Each team starts on the number 1 of their hopscotch area. The caller calls out the first item on the list which each team has to collect and place on number one. Once the named item has been placed on the relevant number, a member of the team can ask the caller for the next item to be placed on number 2.

This procedure if followed until each numbered square contains an item. The first team to collect all ten items is the winner.

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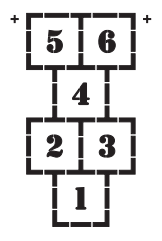

CRAZY MAZE

PLAYERS: **Up to 4**

PLAYGROUND MARKING: **The Maze**

WHAT YOU WILL NEED: **Beanbags**

Place a number of items randomly in the maze, for example some beanbags. The players each select an entrance to the maze for the players to collect as many beanbags from the maze and return them to their bases. Only one item at a time may be collected from the maze and the players cannot step over or reach across the lines to collect the beanbags.

The player with the most beanbags is the winner.
Ensure that players change their starting positions each time they play the game.

By adding more beanbags to the maze, it is possible to include more players. Try playing the game in teams, with players taking turns to run and collect the beanbags. The team with the most beanbags is the winner.

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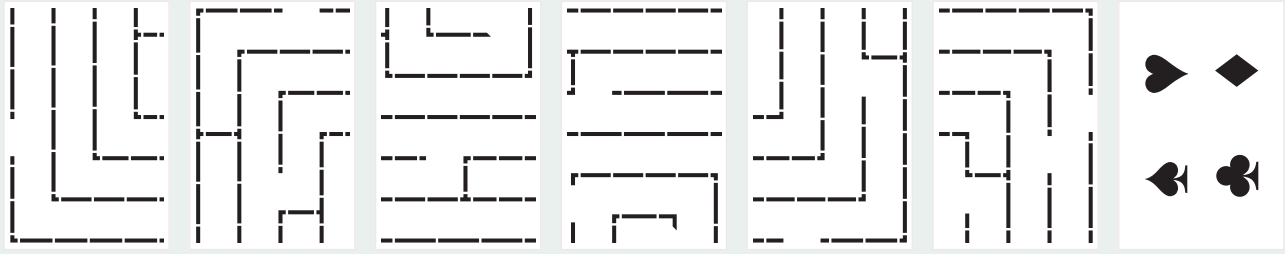

WOLF & RABBITS

PLAYERS: **Up to 5**

PLAYGROUND MARKING: **The Maze**

WHAT YOU WILL NEED: **No additional equipment required.**

One child volunteers to be the "Wolf". The Wolf stands in the centre of the maze. The other players are "Rabbits" and they each stand at one of the entrances to the maze. The aim is for the Rabbits to cross the maze without being caught by the Wolf.

When a player is caught, they become the new Wolf and the game continues. Alternatively, this game may be played without the Wolf. The Rabbits enter the maze at one entrance and leave at another. The winning player is the first to exit the maze.

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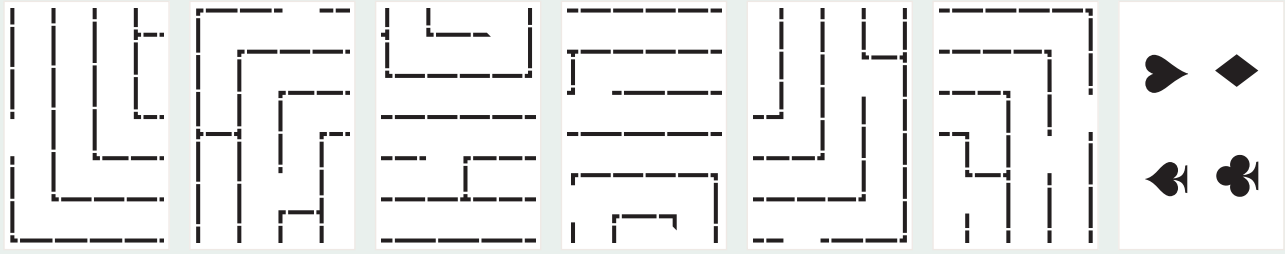

COLLECT THE TREASURE

PLAYERS: **2+**

PLAYGROUND MARKING: **The Maze**

WHAT YOU WILL NEED: **Treasure:**
The beanbags can be used here again.
+ Blind folds.

Place an item at the centre of the maze, for example a bean-bag. This is the "treasure". Ask the children to get into pairs. One member of the pair is blindfolded or closes their eyes very tightly. The blindfolded player must journey through the maze by verbal commands given by their partner. For example "two steps forward", "turn right" and "move to your left". The player calling the instructions stands outside the maze and cannot touch the blindfolded player.

The aim is to guide the blindfolded player successfully through the maze, to collect the treasure and bring it back through the maze again. Players then swap roles and play the game again.

Once the children are happy with being guided by their partner, it may be possible to place obstacles in the maze. The blind-folded player should be carefully guided over or around the obstacles.

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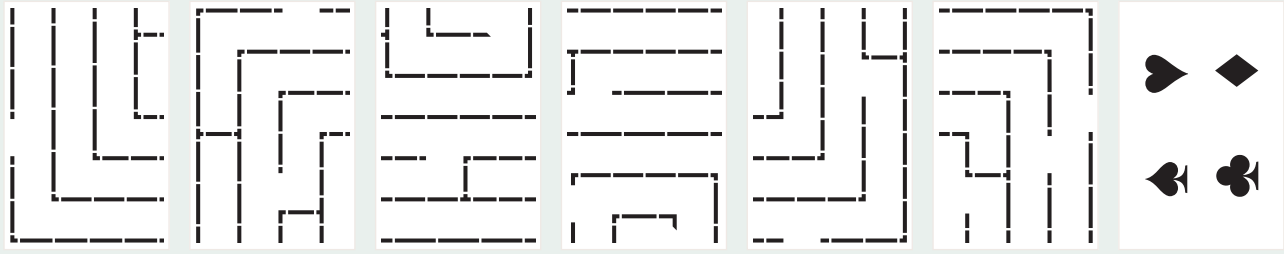

ACTIVITY CIRCUIT

PLAYERS: **1+**

PLAYGROUND MARKING: **Activity Circuit**

WHAT YOU WILL NEED: **Balls, Hoops and Cones.**

ENCOURAGE THE CHILDREN TO FOLLOW THE TRAIL OF INSTRUCTIONS AROUND THE CIRCUIT. *FOR EXAMPLE:*

Stepping Stones: *The children should move from one step to the next. Try walking on tip-toes or jumping with both feet.*

Jump / Jumping Lines: *When the children reach the jumping lines (the long line with short lines staggered beyond it), they should try to jump as far as they can from the base line. Encourage the children to try and improve on their distance each time they take part in the activity circuit.*

Balance Beam: *The children walk along the balance beam with one foot in front of the other. Try hopping along the beam and then walking backwards.*

Squiggly line / Running line: *Encourage the children to run along the line as quickly as they can. The children may run with arms out-stretched, for example like a plane. Pretend that the line is a tightrope and practise balancing skills.*

Hop / Frog Prints: *The children jump with both feet together along the prints. Try hopping along the frog prints on one foot and then back on the other. If the circuit has different animal prints, encourage the children to keep their feet on the prints and move like the animals. Children could also be invited to make the sounds of the animals.*

Skip / Foot Prints: *The children follow the instruction and skip along the foot-prints. Ask the children to imagine they are skipping with a rope, circling their arms each time they skip.*

Slalom: *When the children reach the slalom course they should jump alternately from side to side of the middle line. Persuade the children to pretend they are skiing, with both feet together and knees bent.*

AS A VARIATION, SUGGEST COMPLETING THE ACTIVITY CIRCUIT IN PAIRS OR THREES.

TRY BOUNCING A BALL OR BALANCING A BEANBAG AROUND THE CIRCUIT.

IT MAY BE POSSIBLE TO PLACE OBSTACLES ALONG THE COURSE - FOR EXAMPLE BEAN-BAGS, THE CHILDREN AVOID THE OBSTACLES BY JUMPING OVER THEM OR RUNNING AROUND THEM.

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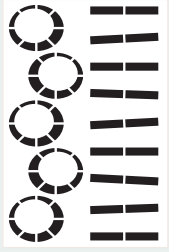
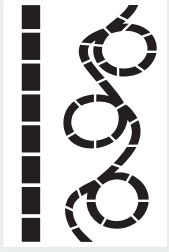




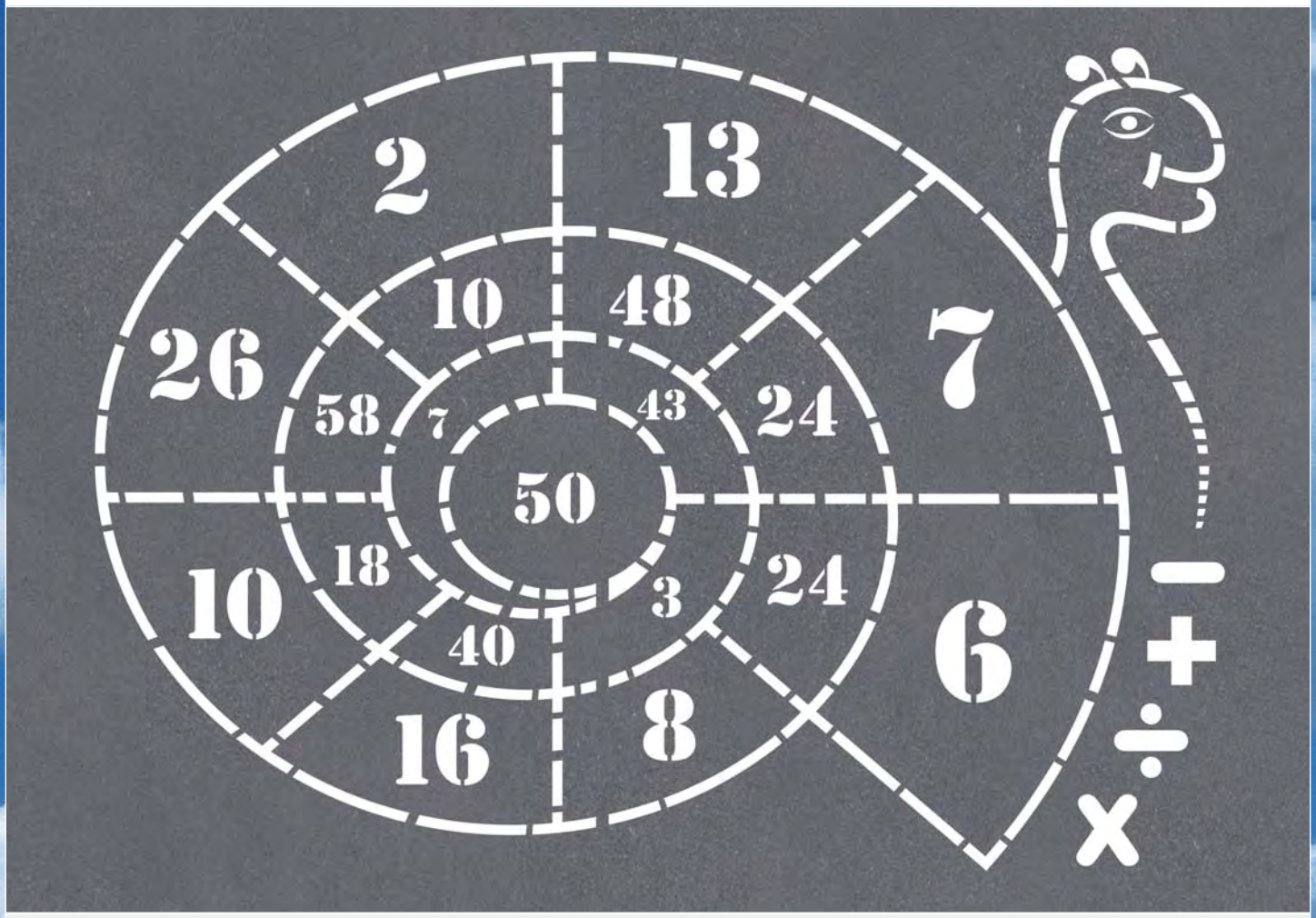
GET THE TREASURE

PLAYERS: **2+**

PLAYGROUND MARKING: **The Snail**

WHAT YOU WILL NEED: **Treasure:**
The beanbags can be used here again.

Place the treasure in the middle of the snail i.e. on No. 50 and get the children to hop around the snail to get the treasure. Once they have picked up the treasure they can skip off to the back of the line.



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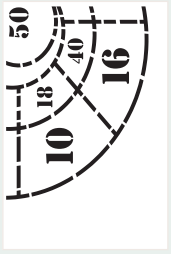

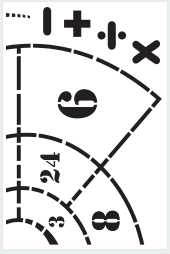

MOVEMENT THROUGH MATHEMATICS

PLAYERS: **2+**

PLAYGROUND MARKING: **The Snail**

WHAT YOU WILL NEED: **No additional equipment required.**

This game uses the mathematical concepts of +, -, x, ÷, whereby the children must move to the centre of the snail by problem solving.

While standing on the first number the children must calculate how the first and second numbers can be used to make the third number. When they have solved the problem they can move to the third number where they will have to solve how the third and fourth numbers can be used to calculate the fifth number and so on.

Children should be encouraged to move through to the centre of the snail.

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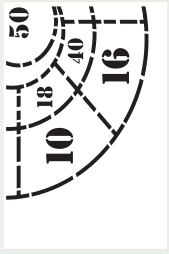

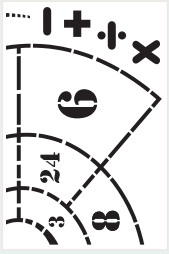

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