

Authentic Games

Le chat perché

You need a cat mask

One child is the cat. The other children have to escape the cat by climbing onto suitable resting places. If the cat tags a player, then that player becomes the cat.

Chat perché

A game to play inside or outside. Agree the limits of the play area which should include objects that children can sit on or stand on safely, e.g. benches, seats, mats.

Decide who is 'it'. This will be the chaser. The other children are being chased.

The children have to move around from 'perch' to 'perch'. When they move the chaser has to try to tag a child. If they do, that child becomes the chaser. If not they continue chasing until they tag someone.

The chaser cannot stand in front of a child waiting for them to move. The children being chased cannot perch continually.

Pauvre petit chat malade

Use a counting out rhyme to decide who is it. All the other children sit in a circle.

The child who is it is the cat. As the cat, the child prowls around the circle as a cat and stops at one child.

This child then strokes the cat and says 3 times:

"Pauvre petit chat malade"

Whilst being stroked as the cat, the cat continues to act cat-like to try and make the other child laugh. If this child laughs, s/he becomes the cat. If the child does not laugh, the cat moves on until they make a child laugh.

Bleu-Blanc-Rouge

This needs to be played in a large area, e.g. hall, or outside. Agree a start and finish line.

All the children stand at the starting point. The aim of the game is to be the first person to get to the finishing line.

The caller has three commands:

Bleu = run
Blanc = walk
Rouge = stop

If the command is Rouge (stop) the caller checks to see if anyone is moving. Anyone who is still moving has to return to the starting point.

Sculptures

Children are in pairs. One child is the sculptor and the other is the sculpted. The sculptors have to sculpt their partner into a given sculpture. The sculpted have to allow themselves to be shaped into the sculpture.

A caller gives the theme for the sculpture and each sculptor sculpts a statue at the same time. They have a time limit to complete the sculpture. At the end of the time allocated the caller (or panel of sculptors) decide which sculpture is the best.

Il est quelle heure M le Loup

Decide on a start line and a finish line. One child is the wolf and stands on the Finish line. The remaining children stand on the Start line. They call out:

"Il est quelle heure monsieur le loup?" (What's the time Mr Wolf?)

The wolf gives a reply between 1 and 11 o'clock. The remaining children walk forward according to the time given, e.g. for 3 o'clock they walk forward 3 paces.

When the wolf replies:

"Il est l'heure de vous manger!" (It is time to eat you!)

the other children run and try to avoid being tagged. The first one to be tagged becomes the new wolf.

If a child reaches the Finishing line before the wolf has said *"Il est l'heure de vous manger!"*, they then become the new wolf.

Games above from the Swiss French web site below:

<http://www.webalain.ch/jeux/index.html>

From the Homepage select **Consultation** > **Rechercher des jeux** (in the last line) > then decide your search criteria

Games from around the world

<http://www.topics-mag.com/edition11/games-section.htm>

Games include:

Jump Rope

Hopscotch

Tag

Circle

Marbles

with balls, tops, sticks and stones, paper and card, shuttlecocks

for toddlers

of consequence