

# Simon Says



A player/leader, known as “Simon”, leads the group in what to do by giving commands such as, “Simon says jump in place,” or “Simon says touch your forehead.” Simon attempts to get other players out by giving commands without saying “Simon says.” If Simon says “stand on your toes,” the players who followed are out. The last player who doesn’t get fooled by Simon gets to be the new Simon.

# Freeze Dance



You'll need to have a way to play and stop playing music in your outdoor space.

Play freeze dance by turning on some lively music and let the children dance freely. After about 30 seconds, shut the music off. When the music stops everyone will freeze/hold their position until the music begins again. If players do not freeze, they're out. Play continues until everyone is out or until you're all tuckered out!

# Captain, May I?



Remember Mother, May I? This version simply replaces the word mother with Captain. One adult or one child is “captain.” The other children stand in a line at a distance. Each takes a turn asking the captain if they may approach with a certain number of specific actions, for example, “Captain, may I take five bunny hops?”. If the child forgets to say, “Captain, may I ...” before the request, he/she must return to the starting line. The captain always answers by saying “Yes, you may,” or “No, you may not, but you may ... instead.” The first person to reach the captain wins and becomes the new captain for another round.

# Red Light, Green Light



One child takes on the role of the Stoplight, and stands at a good distance away from the line of other children. When the Stoplight says, “Green light!” everyone moves toward the stoplight in whatever way they wish without bumping or knocking into another player. Every player must immediately stop when the stoplight says, “Red light!” If the Stoplight catches someone moving after Red Light is called out, the child who continued to move is out or must return to the starting point. Once a player reaches the Stoplight, they become the new Stoplight and another round is played.

# Shadow Tag



In this fun summer version of the game, Tag, the person chosen to be “IT”, must tag a player’s shadow with their feet instead of tagging their body. It goes without saying that this game must be played on a sunny day. The closer to midday, the greater the difficulty, as the sun will be at its highest point. This game is best played by preschoolers in small groups with a clearly designated play space.

# Button, Button, Who's Got the Button?



Play this game inside or outside. All the players sit or stand in a circle and hold their hands together in front of them. One person goes around the circle, pretending to put a button in a player's hands. They actually do place the button in one person's hands, but continue around the circle, pretending to put it in everyone's hands. Each player tries to guess who has the button. Before each person's guess, the group asks together, "Button, button, who's got the button?" Once the player with the button is finally guessed, that person is the button "placer" during the next round.