



# Fun Garden Games for all the Family

Hello and thank you for downloading this 1st edition of our Fun Garden Games eBook - a short compilation of fun games we think your family and their friends might enjoy.

Sourced from memory, Wikipedia and childcare professionals many of these games, and variations thereof, have existed since time immemorial, being passed down from generation to generation.

So the next time you here that plaintive plea "I'm soooooo bored.." pick one of these games, give 'em a 2 minute crash course, and away they go.

Plug out the play station, take out the DS batteries and hide the smart phone chargers. Let 'em go out into the fresh air, get some exercise and blow off some steam. Just like we used to do, unprompted.

Oh, and if its too mucky or wet or the grass is too long, well, you know who to call!



A handwritten signature in black ink, appearing to read 'Nefak'.

# Leap Frog

Leapfrog, named for the way people look while playing, is a fun, easy game to play in a park, at a playground, or even in your own backyard. All you need are a few friends and a little room.

1. **Person A:** Kneel down on the ground, then bend over your knees so your head touches the ground.
2. **Person B:** Stand behind Person A and place your hands on their back.
3. **Person B:** Using your hands for leverage, jump over Person A, landing in front of them.
4. **Person A:** Stand up, and repeat steps 2 and 3.
5. Repeat until you run out of room, or get tired.

**Source:** [wikihow.com/Play-Leapfrog](https://www.wikihow.com/Play-Leapfrog)





# Hide-and-Seek

Hide-and-Seek is a popular children's game in which any number of players hide, to be found by one or more seekers.

The game is played by one player chosen (designated as being "it") closing their eyes and counting to a predetermined number (such as counting to 10, 20, etc.) while the other players hide.

After reaching the number (such as reaching 10, 20, etc.), the player who is "it" attempts to say, "Ready or not, here I come!" before to locate all concealed players.

The game can end in one of several ways. In the most common variation of the game, the player chosen as "it" locates all players, the player found last is the winner and is chosen to be "it" in the next game.

For variation, see Kick-the-Can on the next Page

**Source:** Wikipedia.com

# 40-40

Also known as kick or tip-the-can or Pom Pom.

One person or a team of people is designated as "it" and a can or similar object—paint can or metal pail or bucket—is placed in the middle of the garden. The other players run off and hide while "it" covers his or her eyes and counts to a previously decided number.

"It" then tries to find and tag each of the players. Any player who is tagged (caught and touched) is sent to the holding pen (jail) which is simply a designated area for all the captured players to congregate, generally in plain sight of the can.

Any player who has not been caught can "kick the can" or "tip the can". If they can do this without being caught, then all of the captured players are set free. Alternatively, one of the captured players is set free each time the can is tipped—the first person caught is the first to be set free, the second caught the second to be set free, etc. until the person tipping the can is tagged or all the captured players are freed. If "it" catches all of the players he or she wins that round and generally a new "it" is designated for the next round. The new "it" is usually the person that has been held the longest by the time round ends.





# Chain-Tag

Tag (also known as it, tip you're it or tig , is a game that involves one or more players chasing other players in an attempt to "tag" or touch them, usually with their hands. There are many variations; most forms have no teams, scores, or equipment. Usually when you're tagged, they say,"Tag,you're it!"

A group of players (two or more) decide who is going to be "it", often using a counting-out game such as eeny, meeny, miny, moe. The player selected to be "it" then chases the others, attempting to get close enough to "tag" one of them (touching them with a hand) while the others try to escape. A tag makes the tagged player "it" - in some variations, the previous "it" is no longer "it" and the game can continue indefinitely, (also, there is base, where the players who are not it can stay while the other cannot tag them and the ones who are not it are required to say "base" or else it is not official) while in others, both players remain "it" and the game ends when all players have become "it".

There are many variants which modify the rules for team play, or place restrictions on tagged players' behavior. A simple variation makes tag an elimination game, so those tagged drop out of play. Some variants have a rule preventing a player from tagging the person who has just tagged them (known as "no tags-back", "no returns", or "can't tag your master").

**Source:** Wikipedia.com

# Duck Duck Goose

The object of this game is to walk in a circle, tapping on each child's head until one is finally chosen and he or she must chase the picker to avoid becoming the next picker.

A group of players sit in a circle, facing inward, while another player, the "picker" (a.k.a. the "fox"; some young children call the "picker" the "ducker"), walks around tapping or pointing to each player in turn, calling each a "duck" until finally picking one to be a "goose". The "goose" then rises and chases and tries to tag the "picker", while the "picker" tries to return to and sit where the "goose" had been sitting. If the picker succeeds, the "goose" is now the new picker and the process begins again. If the "goose" succeeds in tagging the picker, the "goose" may return to sit in the previous spot and the "picker" resumes the process. With older players, the "goose" may attempt to tackle the "picker".

**Source:** Wikipedia.com





# Red Lion

This is a hunt, chase and capture game where the players taunt the “lion”. One player is the lion and another is the keeper. The lion can choose a place to be his “den”, a spot on which he stands.

The keeper stands nearby. All the other players are standing around the den chanting “red lion, red lion, come out of your den! Anybody you catch will be one of your men”.

The keeper then chooses a moment to abruptly shout: “Loose”. The lion starts chasing the other players till s/he gets one. The tagged person becomes a lion too. Now the keeper can call out special instructions for the lions.

Like “Doubles”; the lions join hands and catch together, or “Tight”; all the lions have to hold hands and try to surround a player.

S/He can also call: “Cow Catcher”; two lions join hands and try to catch a player by trapping him in their linked arms.

**Source:** Wikipedia.com



# Simon Says

Simon Says (or Simple Simon Says) is a child's game for 3 or more players where 1 player takes the role of "Simon" and issues instructions (usually physical actions such as "jump in the air" or "stick out your tongue") to the other players, which should only be followed if prefaced with the phrase "Simon says", for example, "Simon says, jump in the air". Players are eliminated from the game by either following instructions that are not immediately preceded by the phrase, or by failing to follow an instruction which does include the phrase "Simon says". It is the ability to distinguish between valid and invalid commands, rather than physical ability, that usually matters in the game; in most cases, the action just needs to be attempted.

The object for the player acting as Simon is to get all the other players out as quickly as possible; the winner of the game is usually the last player who has successfully followed all of the given commands. Occasionally however, 2 or more of the last players may all be eliminated by following a command without "Simon Says", thus resulting in Simon winning the game.



**Source:** Wikipedia.com



# Spud

This outdoor game is a lot of fun. Every player gets a number and crowds around the person who is “it” for that round. “It” then tosses the ball straight up and the other players run away.

As the ball reaches the top of its toss, “it” calls out the number of one of the other players and then runs away also. The player whose number was called must run back and catch the ball (or chase after it if it is bouncing around). Once that person has the ball, they yell, “Spud!” Then everyone else must freeze. The person with the ball must try to hit one of the players with the ball.

If they do, that new person gets a letter (first S, then P, then U, then D) and is now “it.” If they miss, the person who threw the ball is “it” for the next round.

**Source:** Wikipedia.com

# Freeze

Choose some of your kids' favourite tunes and turn up the volume. Ask them to dance until the music stops. When it does, they have to freeze in whatever position they find themselves in – even if they have one leg up. To make the game more challenging, ask the kids to freeze in specific poses: animals, shapes, letters or even yoga postures.

**Source:** Wikipedia.com





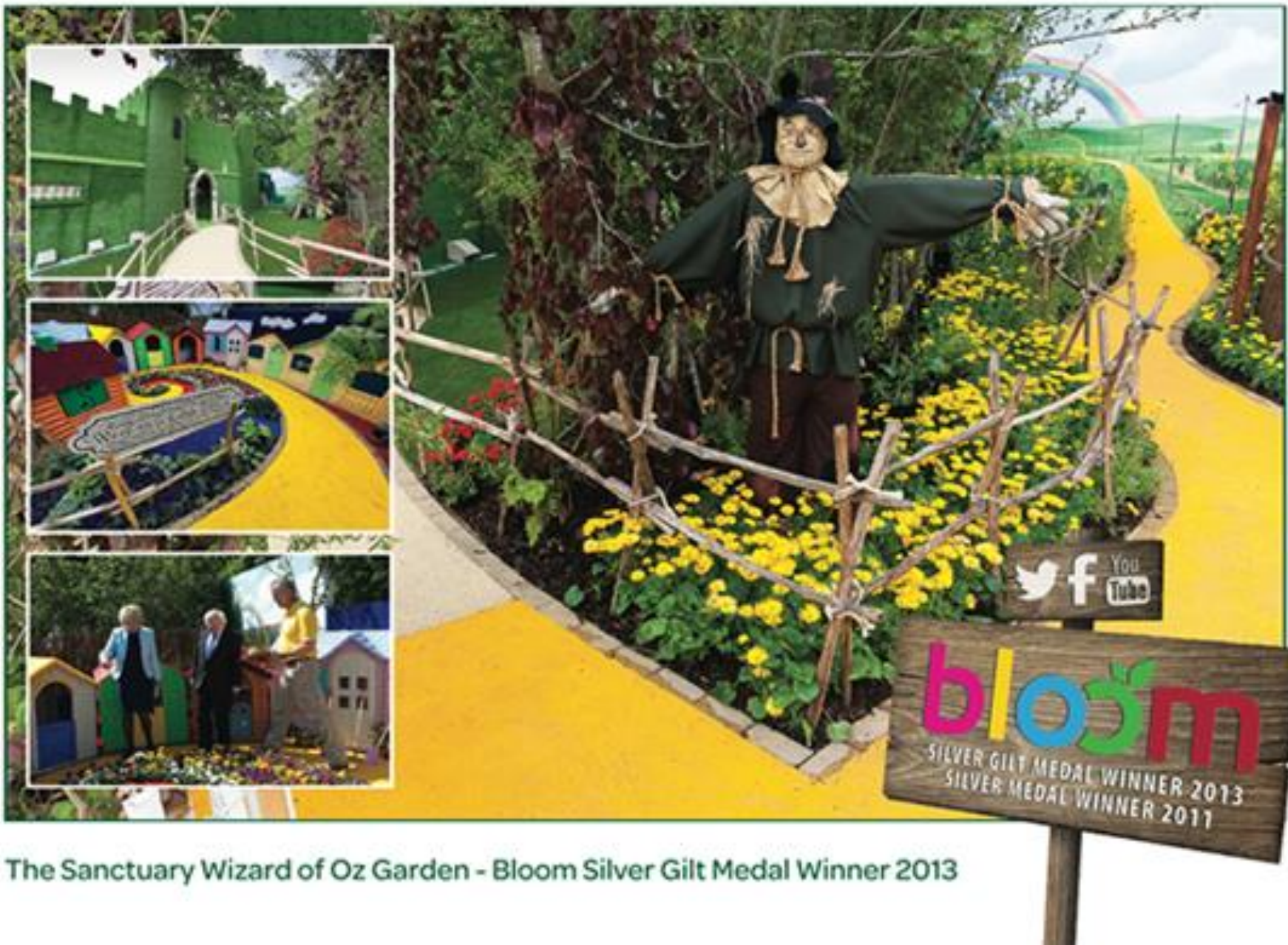
# Garden Races

You can have as many competitors as you like. In the 1st race get them to walk to one end of the garden and hop back. In the 2nd race ask them to skip to one end of the garden and jump back. In the 3rd race make them run to the end of the garden, do 10 star jumps then jump back to the finish line like a frog.

You can also add in things for them to jump over (like buckets or potted plants) and make up your own variations of the races above.

How to play with 1 child: Ask your child to take part in the races above and time them using a clock with a second hand or a stopwatch. Keep a record of how fast they complete each race and see if they can beat their times tomorrow.

**Source:** Wikipedia.com



The Sanctuary Wizard of Oz Garden - Bloom Silver Gilt Medal Winner 2013

# The Sanctuary Alice in Wonderland Garden Bloom Silver Medal Winner 2011

