

10 Minute Games

Clint Borntrager, Jodie Steele, Nicole Swanson, Hannah Deak
Northridge High School
Middlebury, IN

Chicken On a Roof

Overview: Student pairs will begin at opposite ends of the basketball court. The instructor will call out an action and the partners will race to the center of the court and perform the action. The last 2-3 pairs that successfully perform the action will be eliminated from the game. Eliminated pairs will walk laps around the basketball court for the remainder of the game.

Equipment: None, Each student will need a partner and will need to know the actions

Field: Standard basketball court or similar size area

Number of Students : 10-110, really the only limit is the space you have available

Considerations: some students will not like this game because of personal space issues, generally after the first round or two these students will eliminate themselves to the walking group.

Chicken On a Roof

Rules: Teacher calls out one of the actions listed on the next slides. Partners will run to the middle and perform the action. The last 2-3 groups that successfully perform the action are “out”

Common Cheats: not going all the way back to each side so partners are closer to each other, some individuals will try and block or hold others back

Chicken On a Roof

Video of game
play from our class

**Must view in presentation mode to see video



Chicken On a Roof

Video of game
play from our class

**Must view in presentation mode to see video



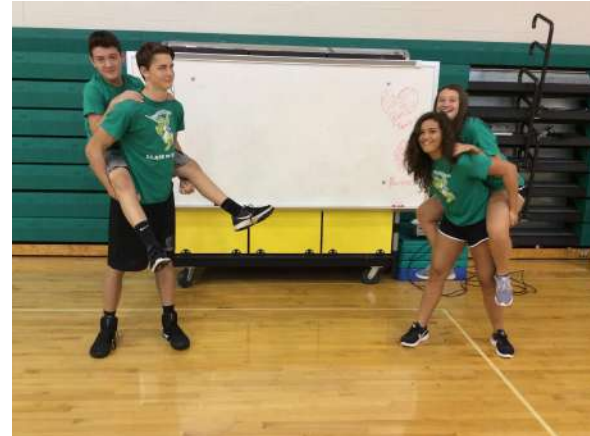
Chicken On a Roof

Actions

Chicken on a Roof



Monkey in a tree



Chicken On a Roof

Actions

Lover's Leap



Jelly Bowl



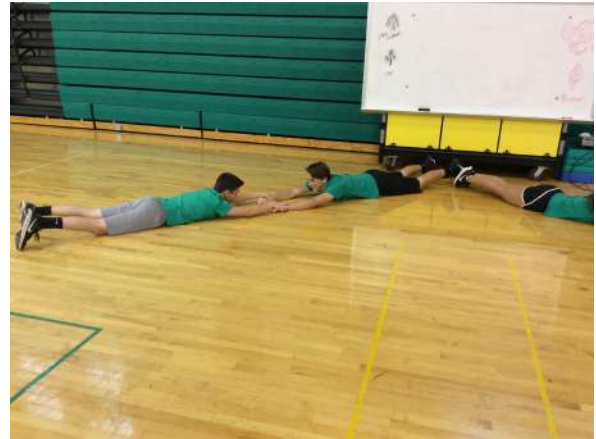
Chicken On a Roof

Actions

Touch Down



Air Raid



Chicken On a Roof

Actions

Bridge over Troubled Water



Yard Cart



Knee Tag

Overview: Tag game where everyone is “it” and you can choose your own level of participation

Equipment: None

Field: Standard basketball court or similar size area

Number of Students : 10-110, the more students you have the more fun/easier it is to get people out

Considerations: Elimination game, but once enough people get out you can start a new round with the people who are out as you make the court smaller

Knee Tag

Rules: You may only get someone out by tagging the front or side of an opponent's knee. You can prevent getting out by staying in the "safe" position with your hands covering both your knees. When in the "safe" position you may not be tagged out. The trade off is that when you are in the "safe" position you are not allowed to move or tag people. In order to move/tag people you must take both hands off your knees and have them up above your waist (unless you are tagging). It is important to have specific boundaries that students cannot go outside of, if they do they are out.

Once students are out they can walk laps around the court/field. When enough students are out have the remaining participants go to $\frac{1}{2}$ of the court to make the boundaries smaller. Those kids who are "out" can now start a new game on the other half of the court. Continue making the court smaller as kids get out.

Common Cheats: moving with one hand on one hand off, moving with hands just off the knees/not above the waist, jumping with hands on knees, leaving the boundaries to sneak up on people

Knee Tag - Class Play Video



Chicken Baseball

Overview: Class is split into two teams. Teams try and score runs/points and be the first team to accumulate the number of points the teacher sets. You score points by having an individual student run laps around their huddled team.

Equipment: 1 rubber chicken or any one item that can be thrown

Field: Standard basketball court or similar size area

Number of Students : 10-80

Considerations: Try and make the groups have the same amount of people. The bigger the group the longer the game because it takes the runner longer to get around the larger group.

Chicken Baseball

Rules: Team 1 starts with the rubber chicken while team 2 stands on the opposite side of the gymnasium. Team 1 throws the rubber chicken to an open space in the gym and then immediately begins to stand in a circle or a tight huddle. The student from Team 1 who threw the rubber chicken attempts to run around the students standing in a circle. Every full lap around the circle equals 1 point.

Once the rubber chicken is thrown, Team 2 runs after the chicken, gets into a single file line and attempts to pass the chicken to everyone on the team using over and under passing. Once every student has passed the chicken over and under style, the last person in line throws the chicken and starts running around Team 2. Roles of the game flip and students keep track of their teams scores.

Common Cheats: Students not following the over/under pattern, students not getting in line to receive the chicken, adding points to try and get to the final score quicker

Chicken Baseball - Class Play Video



Circle the Wagons

Overview: A partner game in which teams compete against one another to not be eliminated.

Equipment: Variety of similar sized sports balls

Field: Any court or field space

Number of Students : Partners (5-12 sets of partners)

Considerations: Elimination game, but once enough people get out you can start a new round with the people who are out

Circle the Wagons

Rules: Partner 1 stands in front of Partner 2, creating an inner and outer circle with the other teams. The sports balls are placed in the center of the circle. There should be less sports balls than there are groups. When a teacher says “Up” Partner 2 jumps on Partner 1’s back (piggy-back), when a teacher says “Down” Partner 2 jumps to the ground. When a teacher says “Circle the Wagons” Partner 2 runs counter-clockwise around all the teams while Partner 1 stands with their feet apart (wide stance). As soon a Partner 2 returns they dive/crawl through Partner 1’s legs and must capture 1 ball. Any group unsuccessful at getting a ball is eliminated. The game continues until there is only 1 team left.

Common Cheats: Some groups will try to scoot closer to the center. Partner 1 may try and impede the progress of other teams Partner 2. Partner 1 may try to pull a ball closer with their foot.

Circle the Wagons

To view the videos, please go to presentation mode.



Asteroids

Overview: A dodgeball game where everyone is for themselves but people must work together in order to get back “into” the game

Equipment: gator balls or indoor tennis balls or any sports ball that is soft and won't hurt

Field: Any court or field space

Number of Students : 10-70, just need to have a space big enough for bigger groups

Considerations: the type of equipment you use, making sure your space isn't too big or too small for your group

Asteroids

Rules: Students will spread out in the playing area. Some students will start with a ball and on the “go” students will throw the ball into the air and when it hits the ground it is “live” and they can start the game. Anyone who has a ball is “it” and when they hit another person with a ball that person is “out.” When you are “out” you must take a knee so others in the game know you are “out.” There are no catches in this game, if a ball hits you on the fly, you are “out.” If you are “out” and a ball rolls past you and you grab it, you can then roll it to another student who is also “out,” when that student gets the ball you rolled to them, they are now back “in” and can rejoin the game, trying to again get others “out.”

This is a never ending game that students love to play. The cheating is almost non-existent because you can always get back in. It is also a nice way for students to interact with and help other students they may not know very well.

Common Cheats: kids won’t take their outs if hit (doesn’t happen often), might try and get back in on their own instead of following the procedure to get back in.

Asteroids - class play video



Ships and Sailors

Overview: everyone for themselves, well...until you need some people to make a group for a particular action

Equipment: None

Field: Any court or field space

Number of Students : 10-110, the more you have the more ways to eliminate

Considerations: Elimination game. Once they are out they are to walk the perimeter.

Ships and Sailors

Rules: Students start on the gym floor. The teacher calls out the actions and any student not in the action will be eliminated.

Criteria: If the teacher says “Ships” run to the right, if they say “Sailors” run to the left. If they say “Hit the deck” drop to the floor and pop back up. The teacher can call out any action that requires a certain number of students to complete. If they cannot find a group or the numbers don’t work, they are eliminated. If the teacher says “Captain’s coming” students are to stand in a salute position. They are frozen in this position until the teacher says “At ease”. It’s kinda like Simon Says, so if a student flinches they are eliminated. It’s a good way to test listening skills.

Ships and Sailors

Captain's coming



Ships and Sailors



Titanic -
2 people

Lighthouse-
3 people



Ships and Sailors

Starfish-5 people



3 men in a boat



Ships and Sailors

Dinner Time - 4 people



7 men
pointing
North



Ships and Sailors



Octopus - 8 people

Ships and Sailors - class play video



Run the Gauntlet

Overview: Students try and get from one end of the basketball court to the other without getting hit by a ball.

Equipment: Gator Balls or dodge balls of some type

Field: a basketball court

Number of Students : 10-80

Considerations: a dodgeball game, we always make those optional for our students, students can still participate in this game without having any balls thrown/ kicked at them

Run the Gauntlet

Rules: All students but 2-4 start on one baseline. Have the dodgeballs lined up/spaced out along each sideline (we usually have 6-8 dodgeballs on each sideline). Pick 2-4 students to start on each side (or use the students who don't want to participate in the "dodging") Blow the whistle to start the kids, as they run across the court, the students on the side must kick (not throw) the balls at the students crossing. If a ball hits a student in the middle they are out and must join the others on the sidelines. A student is "out" if they get hit by a ball in anyway (on the fly or off of a bounce or if they try and catch it). Continue running rounds until there are only 5-10 students left in the middle. Then for the final couple of rounds you can have students throw or kick the balls.

Common Cheats: students not taking their outs

Run the Gauntlet - class play video



Civil War

Overview: Similar game play to sharks and minnows, students must try and cross the basketball court without getting tagged. Students have a chance to get back into the game. This is a game that in theory could be never ending.

Equipment: none

Field: Any court or field space, best played on hardwood floor so you can drag people easier

Number of Students : 10-80 (depending on the space)

Considerations: students need to be careful when pulling the other students so they don't cause arm or shoulder injuries

Civil War

Rules: Start with 2-3 taggers depending on the number of students in your class. The taggers start in the middle of the basketball court. The rest of the class will start on one end line. When you say “go” students will try and get to the other end of the court without being tagged. If a student is tagged they are “out” and must sit down where they got tagged. Students have the chance to get back “in” with the rest of the runners. To get saved (or pulled off the battlefield) students must sit with their hands on their hips, on the next round, two running students can each lock arms with the student who is sitting, they can then “drag” them across the end line thus getting them back into the game. If a student who is trying to save another student gets tagged they are “out.” Encourage kids to take chances and save those who are out. The game is never ending unless you have really fast taggers or too many taggers.

Keep repeating rounds until the activity time is done or you want to switch taggers.

Common Cheats: students who are out will move closer to one side or another so it is easier to get saved

Civil War - class play video



Toilet Tag

Overview: Tag game in which there are three different jobs required. A version of freeze tag.

Equipment: 2-3 pool noodles, 6-8 jerseys/pinnies two different colors

Field: Any court or field space

Number of Students : 20-80

Considerations: Make sure students are mature enough to handle the “potty” talk

Toilet Tag

Rules: In this game you have three roles that students need to know: the taggers, the cloggers and the plungers. The **tagger's** job is to tag people, turning them into toilets. (tagged student needs to take a knee and put their one arm/hand up to represent a handle), a tagged student is now frozen in that position. To be freed another student must come along and "flush" the frozen student by pushing down on their handle. The frozen student is now free and can rejoin the game. The **clogger's** job is to find students who are frozen as toilets and go and sit on them. The student is now "clogged" and now moves their arms together in front of them forming a circle or toilet "seat." There is now only one way to become unclogged. The **plunger's** job is to go around and "plunge" the clogged toilets by putting their pool noodle in the toilet "seat." Once this is done the toilet moves back to the "frozen" position with their handle ready to be flushed so they can then be freed. Ultimately students should figure out that the taggers should tag the plungers and then the cloggers should clog the plungers so they cannot free anyone anymore.

Common Cheats: unfreezing yourself, not taking the tag, giving the plunger to someone else

Toilet Tag - class play video

