

ECISPE

GAMES OF LOW ORGANIZATION



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1. CALF TAG

Grade Level: Middle/High School

Equipment: skipping ropes

Description:

- Students are in pairs
- Objective is to tag your partner's calf, while defending your own calves from being tagged
- The first one to tag his or her partner's calf three times wins and can then challenge someone from the "waiting room". The losing partner goes to the waiting room and skips until someone challenges them.

2. STREETS AND ALLEYS

Grade Level: Middle School

Equipment: none

Description:

- Students line up in 4 rows of 5 students, 2 students left over are the cat and mouse
- Rows of students have their arms stretched out at shoulder height facing the front (teacher), which makes "streets". Students turn to one side with arms stretched out still to form "alleys"
- Streets change to alleys and back again on teacher's call
- The cat must chase the mouse through the streets and alleys, trying to tag the mouse

3. SCREAMING TOES

Grade Level: Middle School

Equipment: Gym wall or cones

Description:

- Student form a semi-circle in the middle of the gym
- All student put their heads down and focus on someone else's toes
- On the teacher's command (3-2-1-heads up!) the students must look the person (whose toes they focused on) in the face
- If 2 students are looking each other in the face, they must scream and then run to any wall or coned area, and back to the circle. The last student back to the circle is eliminated from the circle

4. GIANTS, WIZARDS, AND GOBLINS

Grade Level: Junior/Middle School

Equipment: none

Description:

- Class is told what the signs are for Giants (stand tall with hands up), Wizards (shooting lazar bolts) and Goblins (crouching over with hands dangling), and what sign beats what (giants beat wizards; wizards beat goblins; goblins beat giants)

- Class is divided into 2 teams, which face each other along the center court line of the basketball court
- Teams must huddle together in their half of the court prior to lining up to come up with a plan A sign and Plan B sign of attack. The entire team must know what sign to perform in 10 seconds before they are called to the center court line.
- Teacher calls out “3-2-1-Attack!”, in which all team members perform their sign.
- The team that loses the sign must rush to their own back line to be safe from the winning team. If the winner team members tag them, they must join the winning team.
- If Plan A signs are the same from both teams, they try again with Plan B sign. If Plan B sign is the same, both teams huddle up again and come up with new signs.

5. PEOPLE TO PEOPLE

Grade Level: Junior School

Equipment: none

Description:

- Class arrange in a large circle formation, being partners with a student standing next to them.
- Partners start by standing foot-to-foot
- Teacher (or student, if odd number in class) calls out different combinations of body parts (2) that the class pairs must make. (eg. Nose-to-foot, back-to-back, elbow-to-knee, etc.)
- When the caller (Dr. Frankenstein) calls “People-to-people”, all students, including the caller, must rush to find a new partner that they haven’t been paired up with yet.
- Anyone left without a partner will be the new body part caller

6. TRIANGLE TAG

Grade Level: Junior/Middle/High School

Equipment: none

Description:

- Students in groups of 4
- 1 member of the group is chosen as the tagger, and must take 5 large steps away from the other 3 members and turn their back to the group
- 1 of the 3 is selected as “it”, and must avoid being tagged by the tagger
- The “it” player joins hands with the other 2 players, forming a triangle. The other 2 players try to block the tagger from tagging the “it” player.

7. TOE FENCING

Grade Level: Middle/High School

Equipment: none

Description:

- Students in partners, face each other and place their hands on each other's shoulders.
- Partners try to tag the other's foot, while keeping their feet untagged.
- First partner to tag the other 3 times, wins.

8. **BORDEN BALL**

Grade Level: Junior/Middle/High School

Equipment: 2 bowling pins, 1 dodge, cones, pinnies

Description:

- Game is played on basketball court, with one bowling pin placed on a free throw line, and another pin on the other free throw line.
- Object of the game is to knock the other team's pin down while protecting your own. A point is scored with every knock down of the pin, even if it is knocked down by the goalie bumping into it.
- Players are allowed to travel 3 steps with the ball, and then must dribble or pass. Ball carrier is allowed one dribble per possession.

9. **ROCK, PAPER, SCISSORS BASEBALL**

Grade Level: Junior/Middle/High School

Equipment: 10 cones, 5 tennis balls

Description:

- Set up cones across the gym from each other, about 20 meters, with ample space in between each cone
- 3 students behind 1 cone, facing their opponents, the 3 students behind the opposite cone across the gym
- First student with the tennis ball runs towards the opponents cone (runner must run in a straight line), trying to score a point for his team by crossing the opponents cone with the ball in hand
- First student from defending team runs out to stop him in his path by getting in front of him and yelling, "BASEBALL!"
- When a defender stops the runner, they then play "rock, paper, scissors", with the winner taking possession of the ball and running towards their opponents' goal.
- The loser of "rock, paper, scissors" runs back to his cone, while the next runner in his team runs out to defend their goal.

10. **LARRY, CURLY AND MOE**

Grade Level: Middle/High School

Equipment: cones, dodge balls

Description:

- Students are put into groups of 3, with each one given the name of either "Larry", "Curly" or "Moe"
- All students lay down on the mid-court circle with their stomach on the ground and their head towards the middle. Students should stay next to their partners.
- Objective: the teacher will call out one of the names (Larry, Curly or Moe) and the group member with that name must quickly jump up

and run to touch every wall in the gym, before returning to the middle circle. The runner must slide or crawl through the gate that their group's members have made by doing a partner balance.

- The last runner back must go to a balcony (one of two coned off areas) to throw rotten tomatoes (dodge balls) at the future runners. If a rotten tomato hits a runner, the runner is automatically banished to the balcony.
- When a group only has two members in it, there is no need to take on the name of the eliminated group member. When a new name is called, the runner must still return the middle circle through the group's gate (through the partner's legs)

11. COCONUT JOE

Grade Level: Junior/Middle/High School

Equipment: 4 cones, dodge balls, gym with basketball lines

Description:

- Runners (tourists) set up at one end of the gym, one monkey armed with a coconut at the side of the gym
- The tourists must run to the other end of the gym on the teacher's command "Coconut Joe!"
- If a coconut hits the tourist, the tourist gets their own coconut and become a monkey
- Monkeys may only throw their coconut from behind the basketball sidelines and no closer to the ends of the gym than the cone bookends
- After a monkey throws his or her coconut, he or she may retrieve the coconut but must not throw it from outside the throwing area

VARIATION (SOCCER)

- Same rules, but monkeys have to perform a soccer pass using the instep of their foot to launch the coconuts instead of throwing them

12. PUSH O' WAR

Grade Level: Junior/Middle/High School

Equipment: 2 large gymnastic crash mats, gym space

Description:

- Turn the crash mats upside down, enabling them to slid better
- Divide the class into 2 teams
- Within the team, students select a diving partner
- Objective: To push your team's mat from one end of the gym and back again by diving onto it head first, 1 pair at a time. As soon as the pair in front of you gets off the mat, the next pair may begin their run up from the starting line.

13. SWITCH IT

Grade Level: Upper Junior/Middle/High School

Equipment: 2 cones, 8 hockey sticks, 2 hockey nets, 2 basketball nets, 1 hockey puck, 1 soccer ball, 1 Frisbee, 1 basketball, 1 tennis ball

Description:

- Divide the class into 2 teams. Teams wait together on the sidelines of the basketball court.
- The teacher calls out a number. That specific number of players from each team runs from the sideline to their cone on the opposite side of the gym. Meanwhile, the teacher throws out a ball/Frisbee/puck onto the court. Whatever the teacher throws onto the court is what the students must play. If it is a hockey puck, the players pick up a hockey stick from next to their cone.
- After a goal is scored, the players return to their teams, and the next number is called out by the teacher, and the fun continues...

14. CHUCK THE CHICKEN

Grade level: Upper Junior/Middle School

Equipment: Open field/gym, 1 rubber chicken

Description:

- Divide the class into two teams, giving one of the teams the chicken.
- Objective: Team with the chicken must throw the chicken in any direction as far away from the other team (whose players are spread out in all directions and ready to field the flying chicken). After the team throws the chicken, the thrower runs around their huddled team as many times as possible (every complete lap is a point for their team) before the teacher yells, "STOP!"
- The teacher yells, "STOP!" when the fielding team has passed the chicken along the hands of every one of their teammates. The fielding team may only pass the chicken behind them and through their legs. When the last player on the fielding team retrieves the chicken, they yell stop, (which is echoed by the teacher). The fielding team now becomes the throwers of the chicken, and may throw the chicken whenever they are ready.

15. BUDDY UP

Grade Level: Middle/High School

Equipment: none

Description:

- Students select a partner of similar stature, one partner being "Partner A" and the other "Partner B".
- All partner A's make a circle around the teacher, with their partner B's behind them.
- On the command, "Buddy Up", all partner B's must jump onto the back of their partner in front of them. On the command, "Buddy Down", they may jump back down.

