



Mr Wolf

Number of players	6 plus
Equipment	None
Skills Learnt	Colour names, counting, speaking and listening, learning English
Why do we like it?	The excitement of running and catching
Where does it come from?	India and UK

How to play: Mr. Wolf says "Knock! Knock!" and other players ask "Who is it?" Mr. Wolf says "This is Mr. Wolf" and the other players ask "what do you want?" Mr. Wolf says "A coloured axe" and the players ask "what colour?" Mr. Wolf names a particular colour and all the players rush to find and touch that colour.

Version 2 (UK): The players all ask "What's the time Mr Wolf?" He gives a time such as "3 O'clock" and the players take 3 steps towards the wolf. This continues until the wolf says "Dinner Time!" at which all the players run away chased by the wolf.

Whoever is caught becomes the next wolf.



Golden River

Number of players	6 plus
Equipment	None
Skills Learnt	Listening skills, problem solving, co-operation, learning languages
Why do we like it?	Trying to fool the devil and get across
Where does it come from?	India and UK

How to play: One child is the farmer and the others all stand in a line on one side of the playground. They all chant 'Farmer Farmer can we cross your golden river?'

To which she replies: 'Only if you're wearing red', or 'only if you've got curly hair' Or 'only if you've got an 'A' in your name'.

Those who fit the description are allowed to walk across to the other side. The farmer then tries to catch the others who have to run across. Anyone who is caught joins the farmer. Keep playing until only one or two players are left as the winners.

Version 2 (India): This game is called Iron or Wood, and instead of the Farmer there is the Devil. You can only cross the devil's area if you can touch iron or wood, which give you special powers. If not you must run across and the Devil will try to catch you.