

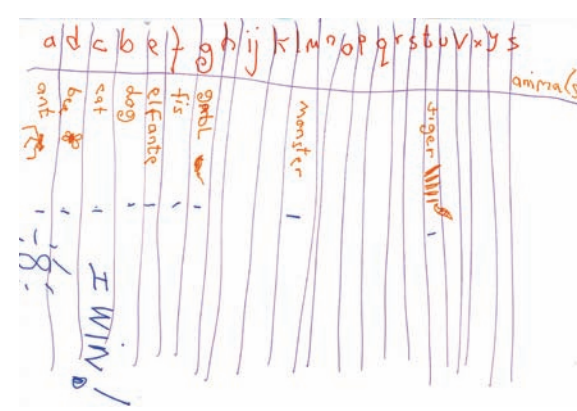
## Snail's Pace

Number of players	2 to 5 per pitch
Equipment	Chalk
Skills Learnt	Balancing, writing, perseverance, achievement
Why do we like it?	We like it because you can own a section
Where does it come from?	France and USA

**How to play:** Draw a large spiral shaped like a snail's shell on the ground. Make a circle in the centre and label it "Home." Divide the rest of the spiral into a dozen spaces.

To start, the first player must hop on one foot, landing in each space, all the way to the Home circle, where she can land on both feet before turning and hopping back out. If she completes the feat without stepping on a line, she can write her initials in the space of her choice. No other player can land there for the rest of the game.

The next person in line then tries her luck at hopping to and from the center, skipping over the initialed space. If she succeeds, she earns a square. Play continues until no one is able to reach Home. Whoever has earned the most spaces wins.



## Word Chase

Number of players	2 plus
Equipment	Pen and paper
Skills Learnt	Reading, writing, and adding up imagination and general knowledge,
Why do we like it?	It's a race against time and you really have to think hard to come up with an original answer
Where does it come from?	UK London

**How to play:** Each child gets a piece of paper and a pen, they must draw a grid with alphabet letters along the top. Down the side you put names of things - the children get to suggest what subjects they use. The object is to all start at the same time and try and complete the grid, the first person to finish shouts out "stop" and everyone has to stop writing. Then you go to the scoring process, everyone reads out what they got for each letter - if they got a unique word they get 5 points, if they got the same word as someone else then they just get 1 point - obviously no points if they can't think of a word. The winner is the person with the most points.