



Thieves and Policemen

Number of players	10 plus
Equipment	None
Skills Learnt	Co-operation and competition, noticing
Why do we like it?	The children like it because it is physical
Where does it come from?	Argentina

How to play: This game is similar to Stuck in the Mud (UK) and Salt Posts (Latvia).

One child is elected to be the Policeman and the others are the thieves, the Policeman's house is the JAIL: this could be one corner of the playground.

The Policeman chases the thieves and if they are touched they must go and stand in the Jail area. The thieves in the Jail can only be rescued by another thief touching them on the hand. The game ends when all the thieves are in JAIL. After that they have to choose another policeman. And so on.

Version 2 (Argentina): Two children are picked to be the ICE and another one to be the SUN. All the children run and the ICE is chasing them to freeze them. When an ICE touches a child they have to stop running and stay in their place until the SUN comes and rescues them by touching their hand. The game finishes when everybody is rescued... or FROZEN!



Fish 🐟

Number of players	10 plus
Equipment	None
Skills Learnt	Counting, turn taking, co-operation, learning English
Why do we like it?	It's fun trying not to get caught in the net
Where does it come from?	France

How to play: Half the children make a circle holding hands with their arms up, they are the net.

The other half stand out side, they are the fish. The circle children choose a number to count up to without letting the fish hear.

Now the fish must 'swim' in and out of the net whilst 'the net' slowly count until they reach the secret number. Then they drop their arms and any fish inside the net at that point are caught and become part of the net.

A new number is chosen and the game carries on until only one or two fish are left - they are the winners. Now swap and let 'the net' have a go at being fish.