

The Great Park Pursuit

Games! Games! Games!

As you go to each of the parks, try playing these fun games. But, as you play them, don't forget to keep your eye out for the Great Parks Pursuit post!

GAME #1: What time is it, Mr Fox?

Audience: 2 or more, younger children or older children

Materials Needed:

- nothing!

Have one person be the fox while the rest of the kids (rabbits) line up some distance from the fox. Make sure the line is marked clear. The rabbits call out, "What time is it, Mr. Fox." The fox calls out a random hour of the day ie "It's 5 o'clock." The rabbits then must hop forward five times. Again the rabbits call out "What time is it, Mr. Fox." The fox calls out another random hour of the day ie "It's 3 o'clock." The rabbits then must hop forward three times. The call and response continue until the fox calls out "It's lunch time instead of numerical time. Players then try to run back to the line without getting tagged by the fox. If the fox does tag someone that person becomes the next fox. If the fox doesn't tag someone, they remain the fox until they do so.

GAME #2: Captain's Orders

Audience: 3 or more, younger children, older children, and teens.

Materials Needed:

- nothing!

Game begins with one person chosen to be captain. They must give their commands to the crew. However, the captain must say "Captain Says." If someone does the action and the leader did not say "Captain Says" that person is out of the game.

Here are a few commands you can use:

Captain's Coming

- The crew must salute the captain and stand at attention.

Run to Starboard/Port

- The crew must run to the left (port) or right (starboard) sides to touch a tree or bench.

Scrub the Deck

- The crew does 10 push ups.

Man the Oars

- The crew will sit down and row their arms like oars.

Back Astern

- The crew moves like a crab backwards in a crab walk.

Hoist the Sail

- The crew does 10 jumping jacks.

Anchor's Away

- The crew does the superman with their tummy on the ground and the legs up in the air and arms stretched out in front.



GAME #3: Hungry Snake

Audience: 3 or more, younger children, older children, or teens

Materials Needed:

- Jumprope

Have kids gather in a circle with one person (the Snake) in the center. The Snake spins around while holding the jump rope, making it move in a circular pattern. The other players must hop over the rope as it approaches and if it touches (bites) them, they're out of the game! To increase the fun factor on a hot day, each player can hold a cup of water while playing.

GAME #4: Meet a Tree

Audience: 6 or more, older children, teens, and adults

Materials Needed:

- Blindfolds (optional)

From the group, have everyone pair up. One person puts on a blindfold(or puts their hand over their eyes) while the other is the guide. The guide leads their partner to a tree that is along the trail or in the park. The blindfolded person will try to figure out what tree it is without using their site. No Peeking! After a few minutes, the guide brings them back to the whole group. The person takes off their blindfold (or uncover their eyes) and has to go find their tree again. Once found, the partners switch roles. Before playing this game, make sure everyone is aware of their surroundings and knows where any poison ivy is located so they can stay away from it.