

# SQUARING-OFF

A DIRECTION GAME

## YOU NEED

- A SIDEWALK, DRIVEWAY OR LARGE PIECE OF PAPER OR CARDBOARD
- CHALK OR CRAYONS



## YOU DO

1. DRAW A LARGE SQUARE ON YOUR DRIVEWAY OR SIDEWALK WITH CHALK (OR MAKE ONE ON A LARGE PIECE OF PAPER OR CARDBOARD)
2. DIVIDE THE SQUARE INTO 4 PARTS.
3. A PARENT OR AN OLDER CHILD CAN GIVE THE DIRECTIONS. HE MIGHT SAY:
  - STAND IN THE MIDDLE OF THE SQUARE
  - HOP TO THE TOP OF THE SQUARE (OR BOTTOM)
  - WALK AROUND THE SQUARE
  - RUN TO A CORNER OF THE SQUARE... RUN TO THE OPPOSITE CORNER.

FOR OLDER CHILDREN, USE THE DIRECTIONS LEFT, RIGHT, UPPER, LOWER, SECTION, QUARTER, ETC.

## VARIATIONS:

- PUT A NUMBER OR A LETTER IN EACH SECTION.
- DRAW A SHAPE... ● ■ ▲ ■... IN EACH SECTION.
- PLAY A GAME: TOSS A STONE, BOTTLE CAP, BEAN BAG OR BALL AND TRY TO HIT A CERTAIN SPOT.

# FRONT STEP CHUTE



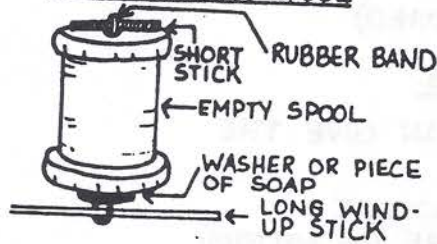
**YOU NEED** • A LARGE CARBOARD CARTON • STEPS, STOOL OR LOW WALL • VARIETY OF ITEMS: BALLS, PAPER CUPS, TOYS, PLASTIC CURLERS, BLOCKS, SPOOLS, ROCKS, MARBLÉS, SOAP, COINS, PAPER CLIPS • MARKER

## YOU DO

1. MAKE A LONG CARDBOARD SLIDE AND PROP IT UP AGAINST SOMETHING: STEPS, A WALL, STOOL, ETC.
2. NOW TRY SLIDING VARIOUS OBJECTS DOWN YOUR "CHUTE".
3. WHICH ONES ROLL? WHICH SLIDE? WHICH GO THE FASTEST? THE SLOWEST? WHICH WON'T MOVE AT ALL? WHICH TUMBLE "HEAD-OVER-HEELS"?  
WHAT HAPPENS WHEN YOU MAKE YOUR SLIDE STEEPER?

**FOR VARIATION:** DRAW ON RACING LANES AND A STARTING LINE; THEN RACE A SPOOL AGAINST A FRIEND'S SMOOTH ROCK OR SMALL CAR!

### MAKE A WIND-UP SPOOL



**MAKE A TUMBLE TOY.** INSERT A STYROFOAM, PINGPONG OR JACKS BALL IN ONE END OF A CARDBOARD TOILET TUBE. DRAW A FACE ON THE BALL. DRESS UP THE TUBE BODY WITH CRAYONS OR CLOTH & PAPER SCRAPS.



# RELAYS



## **SWEATER RELAY**

1. PLAYERS DIVIDE INTO 2 TEAMS AND STAND BEHIND A STARTING LINE.
2. THE FIRST PLAYER IN EACH LINE RUNS TO THE GOAL, PUTS ON AN OVER-SIZED SWEATER, TAKES IT OFF, RUNS BACK AND TAGS THE NEXT IN LINE.
3. THE FIRST TEAM TO FINISH, WINS!

## **VEHICLE**

EACH PERSON ON TEAM RIDES A DIFFERENT KIND: (TRICYCLE, BIKE, SCOOTER, WAGON, ETC.)

## **SHUTTLE**

PLAYERS PASS ANY OBJECT UP THE LINE AND BACK AGAIN; OVER HEADS, THROUGH LEGS, ETC.

## **DRESS-UP**

ONE PERSON FROM EACH TEAM STANDS AT GOAL AS THE "MODEL". EACH PLAYER, IN TURN, WITH A SUITCASE OR SACK OF CLOTHES, PUTS ONE ARTICLE ON HIM AND RETURNS TO THE LINE. THE FIRST "MODEL" DRESSED, WINS!

**OTHER RELAYS TO TRY** — • BOOK ON HEAD • RIDE A BROOM  
• HOP INSIDE A SACK • POTATO ON A SPOON • SLIDING WITH A SHOEBOX ON EACH FOOT • HOPPING WITH CUP OF WATER.