

50 GRRRRReat! – Transition Games
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One of the greatest times of risk working with children and youth is a lull in classroom and recreation activities when your guard is down. A transition game can be a bridge between different classroom and recreation activities when they finish early, too early to start the new activity, a bus is late, rainy day recess, children need a time out and the list goes on. The following Transition Games can be used in the classroom, open space and the outdoors.

This Transition Games are taken from the publication “50 GRRRRReat Transition Games!” which is available through CIRA – Ontario

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My Favourite Sport

ACTIVE

Age Children/Youth

Equipment None

Players stand in a circle. The leader starts by going into the middle of the circle And says “My favourite sport is jogging” and jogs on the spot. Everyone jogs until another player goes into the middle and says their favourite sport and does the body action. This continues till all the players have had an opportunity.

Animal Scenes

ACTIVE

Age Children

Equipment None

Players find a partner. Partners run around. The leader calls out a phrase and the players must find their partner and depict the scene. The last pair to depict the scene is out. Frog on a log: one student gets down on all fours (log) and the frog sits gently on their back. Bird on a perch: one student gets down on one knee (perch) and the bird sits on the perch. Lion in a den: one person stands with their feet a part (den) and the lion lies down on the floor.

When the Big Wind Blows

ACTIVE

Age Children/Youth

Equipment None

The players stand in a circle with one player as the caller in the middle of the circle. The caller says “When the Big Wind Blows everyone with _____ Changes places.” The player fills in the blank with items such as colour of clothes, birth dates, likes and articles of clothing. The last student to switch places with someone in the circle becomes the caller.

Birds Can Fly

ACTIVE

Age Children

Equipment None

Players are scattered randomly, but face the activity leader that calls out things that are true about animals ie: Birds can fly. Rabbits can hop. Horses can trot. Players follow these directions. However, when the caller says something that isn't true..... cats can bark and any student who does the action is out. This continues until there is only one player left and that player becomes the caller.

People Machine

CO-OPERATIVE

Age Children/Youth

Equipment None

Players sit in a circle. The leader becomes the first part of the people machine by making a machine line noise and movement. Players begin to add on to the machine one or two at a time (when they are ready) to create a big, noisy machine. A machine operator can turn up the speed of the machine, slow it down and repair glitches. The machine can go out of control getting louder and louder, faster and faster until the machine explodes and everyone crashes.

Become a Charade**CO-OPERATIVE****Age Children/Youth****Equipment None**

Divide the players into groups. The leader will call out something that the group must become together. For instance become a car. The players have a time limit to form a car. All the players in the group must be included. The group that most looks like the object gets a point. Best of five. You could ask the groups to think of something that they could make with themselves and present the idea to the other groups and see if the other groups can guess what they made.

Continuity Ball**CO-OPERATIVE****Age Children/Youth****Equipment 3 Balls (Beach Balls)**

Players scatter over the playing area and a ball is tossed into the air. The objective is to keep the ball in the air using any part of the body. Once one ball is up, get two or three balls going at the same time. Keep count of the number of times the ball(s) is kept up in the air before it hits the ground. Have the students try and better the number next time around.

I'm a Little Tea Pot**QUIET****Age Children/Youth****Equipment None**

Divide the players into two groups. Have the players as a whole group sing "I'm a Little Tea Pot". Then each group has 5 minutes to make a presentation to the rest of the groups singing "I'm a Little Tea Pot" to either rap, opera, rock, western etc. Each player in each group must have a chance to be involved. After each presentation the students give the group that has just presented the silent cheer (moving any part of their body but not making a sound).

Lighthouse

CO-OPERATIVE

Age Children/Youth

Equipment None

One player is designated to be the lighthouse. One quarter of the players assumes the role of “rocks” and they scatter in a bounded area. All the other students become ships and boats of various sizes. The ships blindly navigate their way (eyes closed) their way about, attempting to reach the safety of the lighthouse. If a boat bumps into a rock, the boat becomes an extension of the existing rock and makes the noise “swish” (water lapping against the rocks). The lighthouse constantly goes “Beep! Beep! Beep!” to help the ships reach the safety of the lighthouse.

Spelling

QUIET

Age Children/Youth

Equipment None

Players start in groups of five (number could vary depending on the size of the whole group). Each group stands in a straight line beside one another. The leader asks them to use their bodies with each group member involved to spell the following words, one at a time, starting with a word with five letters, to a word with one letter. CANDY, FOUR, YOU, ME and I. Stress the use of creativity – for example “I” everyone could point to their eye, “You everyone in the group form a large U.

Mutual Story Telling

QUIET

Age Children/Youth

Equipment None

The players start sitting in a circle. The leader gives the players a topic eg: Food. One player starts with a word. The player of the right adds a word and so forth until all the players have had a chance to contribute a word to make up a story about food. Variation: Depending on the number of players the leader may go twice or three times around the circle.

I Know Club**QUIET****Age Youth****Equipment None**

The leader tells the players that they will let them into the “I Know Club” on condition that they know the right things. The leader may start saying “I know ships but I don’t know boats.” The players are asked to say something they know and don’t know. (secret – the I know word” has an “i” in it and the second word doesn’t). Once a player gives three correct saying they can whisper in the leader’s ear the secret. If the player is correct they become a member of the club. They can now listen to other players. But they cannot give away the secret.



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