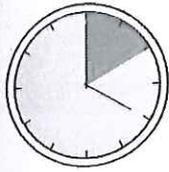




6. Duck, Duck, Goose



Time: 10–15 minutes

Age Range: 6–10

Ideal Number of Players: 10+

Equipment Needed: None

How to Play

The players sit in a large circle facing inwards.

One player is chosen to be the 'tapper' and walks around the outside of the circle. As he walks around, he touches each child gently on the head while saying, 'duck, duck, duck'.

At some stage he will tap a child and say, 'goose', instead.

The goose then jumps up and chases the tapper around the circle.

The tapper in turn tries to get all the way back to the goose's spot, 'home', without getting caught.

If the tapper gets home safely, the goose becomes the new tapper and the game starts again.

If the goose catches the tapper, the game starts again with the tapper being on again.

Variations

When the goose gets caught by the tapper, he then reverts to being a duckling and has to squat down in the centre of the inner circle and make duck-like noises and gestures with his arms. This player then remains in the centre of the circle until another goose is caught.

Comments

If the person who has been picked as the goose manages to get back to the space first, they can then fold their arms so they are not chosen again.

