

COOPERATIVE GAMES



**“ We invent our own ”
games to play!**



“ Jump from piece to piece! ”



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Play Inspiration:

Children play a variety of traditional games while incorporating the play equipment in creative ways. (Ex. Simon Says, Mother May I, Twister, Tag, Jump the Brook, Charades, Musical Chairs, Freeze, Sharks and Minnows, Categories, Hide-and-Go Seek etc.).

Benefits:

- Develop respect for others' feelings and respect of personal space
- Participate in cooperative games and turn taking activities while moving in response to verbal cues
- Increase self-esteem as skills/performance improves
- Make contributions to a group and work creatively with others to design a cooperative game
- Follow directions and understand vocabulary
- Increase motor planning, body awareness, endurance, flexibility, and physical activity

Materials:

- Snug Play equipment
- Spinner (optional)
- Timer (optional)
- Balls, Hula Hoops, Mats, additional equipment (optional)
- Music (optional)
- Chalk (optional)

Extensions:

- Utilize play equipment to create playing fields, bases, goals, etc. to play traditional field games
- Create new games and effectively communicate rules and ideas to peers (Ex. Cling to Your Color- One player calls out a color and the others run to an object that color. The last one not on an object calls out the next color.).
- Incorporate timing and score keeping
- Create a puzzle using pieces of play equipment. Use chalk to trace the various pieces of equipment. After moving the play equipment away from the drawings, have the other team work cooperatively to move the pieces of equipment to the matching drawing to complete the puzzle.

Content Connections:

- Physical Education
- Language Arts
- Creative Arts
- Social Arts

