**Year Group 2**

**Team Games Ideas**

**1. Team Game Idea 1**

Divide the class into small groups.

* Give each group 2 gym mats.
* Start the teams at one end of hall, and tell the children that they have to move to the other end without touching the floor, i.e. start on one mat, jump to the next, pass the back mat forward and repeat the sequence.
* If any of the teams touches the floor, you might want to send them back to the start!

This is a great way to encourage the children to co-operate and builds team spirit.

Extension ideas for this activity (contributed by Billy Ainscough):

* As the children are making their way across the hall/yard, one of them should be blindfolded.  This makes the team think more carefully.
* In the middle of the hall you could place some sort of obstacle that the teams have to climb over or go under.
* You could also put a time limit on the game.
* You could make the mats smaller or give the teams sacks that can only take 4/5 pupils at one time.  This now means that one member has to make several trips back and forward.  I call this one 'The Ferryman'.

If you're feeling really mean you could encompass all of the above in one game.

**2. Team Game Idea 2**

Split the children into groups of about 10 then ask the groups to form circles.

Give each group a hoop and ask them to link hands placing the hoop in the circle over the arms of two of the children. The children then have to step through the hoop without unlinking hands.

The first team to get the hoop back to where it started wins.

Cheaters have to start again!

**3. Team Game Idea 3**

Rule of the game: Witches chase Goblins, Goblins chase Monsters, and Monsters chase Witches.

Split the class into two even groups. Each group huddles in a corner and decides whether they want to be a Witch, Goblin, or Monster. When both groups have secretly decided, they stand in the middle of the gym facing each other. On the count of three one person from each group yells out what they are (Witches, Goblins, or Monsters). One group is chasing the other group or running from the other group depending on what they decided they were going to be. Example: If group one chose Witches, and group two chose Monsters....then group one runs to their safe home base because Monsters chase Witches. Whom ever is tagged joins the other team for the next round. To repeat the activity, groups should then return to a huddle and choose what they want to be.