

## **PHYSICAL DEVELOPMENT GAMES**

**Objective:** To improve large motor coordination and illustrate the concept of taking turns.

### **WHO HAS THE ICE CUBE?**

Make a circle. Enclose an ice cube in a small plastic bag. Choose one child to hide her eyes in the center of the circle. Music plays and children pass the bag around the circle. When the music stops, the children all put their hands behind their backs and the child in the center tries to guess who has the ice. This can be adapted to any item on hand.

### **HOT POTATO**

Make a circle. Have the children pass a potato around the circle as music is played. When the music stops, the child holding the potato goes into the center of the circle. The game continues--no losers, only fun.

### **DOG AND BONE**

One child is chosen to be the dog. He sits in a chair in front of the other children. The dog closes his eyes and his back is toward the other players. The dog's bone, whatever item is used, is placed behind his chair. Choose one child to sneak up on the dog and touch his bone without the dog hearing him. If the dog hears someone coming, he turns around and says, "Bow-Wow!" Then the player goes back to the group and another child has a chance to outsmart the dog and touch his bone. If successful, he is the next dog.

### **FREEZE**

Children dance to music or march in time to music. When the music stops, children "freeze" or stand perfectly still.

### **BUTTON TOSS**

Fold down the top of a paper bag and place it on the floor. A book in the bottom of the bag will keep it from toppling over. The children stand behind a taped line on the floor and attempt to throw buttons into the bag, one at a time. See how many buttons each child can throw into the bag. When all the buttons have been thrown, count the number of buttons in the bag. That is the score.