

CARS



- Children sit in a large circle in a designated area.
- Children are given the name of a type of car (e.g. mini, ute, holden, etc). Only use three or four different car types, depending on the size of the group
- When the leader calls out a type of car, the child races clockwise around the outside of the circle back to their 'garage' (place in the circle).
- They are considered to be 'parked' when standing in their space facing inwards and touching their toes.



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OCTOPUS



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- A large open area is needed with one child chosen to be the 'octopus'. The other children are 'fish'.
- The 'octopus' chases the 'fish' around the space, trying to catch them.
- Once tagged by the octopus the fish become part of the tentacles.
- 'Tentacles' must stand where they were tagged with feet apart and arms waving, trying to tag other fish as they run past.
- The game continues until all fish are caught.



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