

149 - JAMES BOND

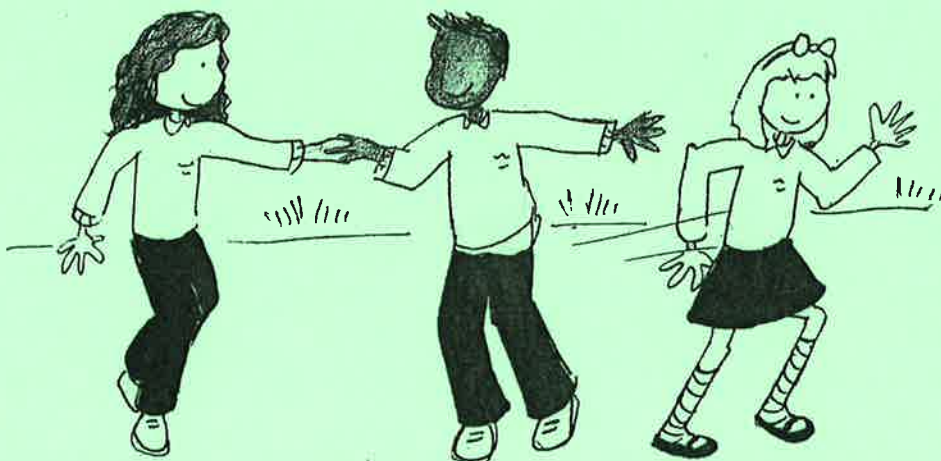
- Children stand in a circle with one person (*James Bond!!*) in the centre.
- James Bond covers his / her eyes while a “spy” is chosen from the players in the circle.
- The “spy” starts off an action (*waving, jumping, bending knees etc*) and the rest of the players copy the action.
- The “spy” changes the action quite often and “James Bond” tries to guess who he / she is.
- When James Bond successfully identifies the “spy” new people are chosen for the roles.
- After 3 guesses, if the spy is not identified, he / she becomes the next James Bond.





92 - "FROST AND SUNSHINE"

- Mark out the boundaries of the game.
- One person is FROST (*and wears a BLUE band*).
- Another person is SUNSHINE (*and wears a YELLOW band*.)
- Everyone begins running about in the space and FROST tries to catch them.
- When they are touched by FROST, they stand still (*freeze*).
- Sunshine can run around and touch the "frozen" children to release (*melt*) them and they join in the game again.
- Sunshine cannot be caught.
- Change FROST and SUNSHINE regularly.





118 - "TIME OUT"

- One person has control of a stopwatch.
- Any others who wish to play are given a time (*e.g. 20 seconds.*)
- The person holding the stopwatch calls "Go" and starts the time.
- Everyone moves away, jogging or moving and returns to the start when they think 20 seconds is up.
- The person who returns exactly on time is in charge of the stopwatch next time.
- This game can also be played in teams. The teams move off in a "follow-my-leader" formation and the timing is taken from when the last person in each team arrives back at the starting position.

