

## Explorer Games

**Connect 4 Tag** – outdoors but could be indoors in a large hall

### Rules

1. Define a playing area – depending on size of the group
2. Select a seeker
3. Seeker chases the rest of the group
4. When the seeker tags someone they then ‘connect’ by holding hands and have to chase the group as a pair.
5. The next person who is caught also ‘connects’ up to a maximum of four people
6. When the fifth person is caught they become a second seeker
7. If the new seeker tags someone then that person connects to them
8. If the group with four people tags someone then that person becomes another seeker too.
9. Game continues until only one person is left

Not headbutting, tripping or kicking allowed. The connected seekers can work together as a team to tag people.

If the group size is smaller change to connecting three or even two people.

### Kick Ball

#### Rules

1. Similar to baseball or rounders but the ball is kicked instead of hit.
2. There are two teams with equal number of players
3. One team starts fielding and the other team kicks
4. Ball is rolled to the ‘kicker’
5. Kicker tries to kick the ball as far away as possible and then runs to first base and further if possible
6. Fielders kick the ball to the base that the ‘Kicker’ is running to.
7. If the ball reaches the base before the kicker gets there then the kicker is out.
8. If the kicker gets to the base before the ball does then they can decide to either wait or continue to the next base.
9. Every time a player gets round all four bases that is a ‘run’ if a player gets round all four bases without stopping that counts as a double ‘run’
10. Continue until either all the kickers on one team are out or they are stuck at bases with no one able to kick then swap over.
11. The team with the most number of runs wins

## **Tag with obstacles/ challenges**

### **Rules**

1. Define a playing area – depending on the size of the group
2. Select the first tagger
3. Tagger chases group until someone is caught
4. The person who is caught then has to complete either a short obstacle course or a challenge ( suitable for the age group)
5. When the challenge is completed the person who was tagged becomes the next tagger.
6. The tagger is not allowed to tag someone who has already been the tagger

## **Swing Ball – needs a lightweight ball attached to a length of rope**

### **Rules**

1. Ask the group to form a circle – make sure people are not too close together
2. A leader stands in the middle of the circle with the ball on the string
3. The leader swings the ball round in a circle (around calf height of the players)
4. Players in the circle jump as the rope passes to avoid being hit
5. Anyone who makes contact with the rope is out.
6. Leader can increase the speed of the spin as needed

## **Pass and Say – need a medium sized ball ( weight depending on age of group)**

### **Rules**

1. Players stand in a circle with one person in the middle holding the ball
2. The player in the middle decides on a category e.g. animals, countries, types of food
3. The player in the middle then passes the ball to one of the players in the circle
4. The player has to say something that fits the category before they catch the ball.
5. If the player says something in time then they pass the ball back to the person in the middle who then passes to the next player
6. If the player who is catching is not able to think of something or repeats something that has already been said they then go in the middle and think of a new category.

Adaptions of this game – no player in the middle, the player who has the ball says the name of the person they are passing to and then passes the ball.

Categories could be selected to match something that has been part of the meeting – e.g types of knots, items in a rucksack for a hike, items in a first aid kit