

### **The farmer's in his den.**

- Mercy Primary School
- Circle game
- Whole class or large group playground game.
- Age 4-7years
- You will need a large open space.

One person is IT and stands in the middle of a circle of children who hold hands.

Everyone sings: **The Farmer's in his den,**

**The Farmer's in his den,**

**Eh oh ma deario**

**The Farmer's in his den.**

**The Farmer wants a wife,**

**The Farmer wants a wife,**

**Eh oh ma deario**

**The Farmer wants a wife.**

The Farmer chooses a wife to join him in the centre of the circle. They hold hands and circle round while the others sing:

**The wife wants a child,**

**The wife wants a child,**

**Eh Oh ma deario**

**The wife wants a child.**

The Farmer's wife chooses someone to stand in the centre. The farmer, wife and child hold hands and circle round while the others sing:

**The child wants a nurse,**

**The child wants a nurse,**

**Eh Oh ma deario**

**The child wants a nurse.**

The child chooses a nurse who joins the inside circle. As before, everyone sings:

**The nurse wants a dog,**

**The nurse wants a dog,**

**Eh oh ma deario**

**The nurse wants a dog.**

A dog is chosen by the nurse and joins the others in the centre of the circle. Everyone sings and pats the dog on the head:

**Everyone pat the dog,**

**Everyone pats the dog,**

**Eh Oh ma deario**

**Everyone pats the dog.**

When the dog has been chosen and the final part of the song sung, the dog then becomes the farmer and the game starts again.



### In and out of the dusty bluebells

- Mercy Primary School
- Circle game
- Whole class or large group playground game.
- Age 4-7years
- You will need a large open space.

Everyone stands in a circle, holding hands and raising their arms to make a series of arches. One person is IT and skips in and out of the arches. At the same time, the circle sings:

**In and out of the dusty bluebells,  
In and out of the dusty bluebells,  
In and out of the dusty bluebells,  
I am your master**

Then, the person who is IT stops behind a member of the circle and the circle sings:

**Tap er ap er ap er on the left hand shoulder,  
Tap er ap er ap er on the left hand shoulder,  
Tap er ap er ap er on the left hand shoulder,  
I'll be your master**

Whoever has been patted on the shoulder stands behind IT and holds onto their waist.

They then skip in and out of the arches together while the circle sings, with the person behind holding on to the leader's waist.

The chain gets longer and longer until there are not enough people to form the circle.



## **Skipping games**

- Mercy Primary School
- Age 7-11years
- You will need an open space – large enough to turn a rope  
A skipping rope (long rope for long-rope skipping (for 3 or more players))

You can skip on your own or with a long rope to skip in a group.

If you are in a group, one person skips and two others turn the rope. Two players stand some way apart and turn the rope (they are the 'enders'). They need to turn the rope so that it goes high enough to go over the jumper and so that it just hits the ground so the jumper can step or jump over it.

The jumper then stands in the middle of the turning rope and steps or jumps over the rope as it turns.

Once you have got a good jumping rhythm going, the jumper can try doing different actions while they skip or the 'enders' can vary the speed that they turn the rope.

If the jumper fails to jump the rope they should swap places with one of the 'enders' or you can take turns so everyone gets a go at jumping.

There are lots of traditional chants and rhymes you can sing to accompany your skipping, or you can make up your own.

### **1. Cinderella all dressed in yellow**

**Went upstairs to kiss her fellow**

**How many kisses did she get?**

**1,2,3,4 etc**

### **2. I went down town to see Mrs Brown**

**She gave me a nickel**

**So I bought a pickle**

**On the hillside stands a lady**

**Who she is I do not know**

**All she wants is gold and silver**

**All she wants is a nice young man.**

**Lady, Lady tip the ground**

**Lady, Lady touch the ground**

**Lady, Lady show your shoe**

**Lady, Lady turn right through**

### **3. I had a little motor car in 1966**

**I drove it round the corner (jump out on one side around to jump in again from the original side)**

**But the brakes wouldn't work**

**So I took it to the garage (jump out on one side around to jump in again from the original side)**

**Then I pulled the brakes just like this**

**4. Mickey Mouse built a house  
How many bricks did he use?  
1,2,3,4 etc**

**5. Teddy Bear, Teddy Bear  
Touch the ground  
Teddy Bear, Teddy Bear  
Turn around  
Teddy Bear, Teddy Bear  
Build a house  
Teddy Bear, Teddy Bear  
Run on out  
Teddy Bear, Teddy Bear  
Show your shoe  
Teddy Bear, Teddy Bear  
Please run through  
Teddy Bear, Teddy Bear  
Go upstairs  
Teddy Bear, Teddy Bear  
Say your prayers  
Teddy Bear, Teddy Bear  
Put out the light  
Teddy Bear, Teddy Bear  
Say goodnight (Run out of the skipping)**



### What's the time Mr Fox?

- Mercy Primary School
- 4-7years
- Chasing game
- You will need a large open space.
- Whole class or large group of children

One person is IT or Mr. Wolf.

Starting from a particular spot, Mr. Wolf walks slowly away from the other players.

The other players follow Mr. Wolf chanting "**What's the time, Mr. Wolf?**"

The wolf stops, turns round and replies "**Its one o'clock,**" or any other time.

The players carry on walking and ask again "**What's the time, Mr. Wolf?**"

Finally the wolf will reply "**It's DINNERTIME!**"

Mr. Wolf then chases the other players who must try and run back to the starting point or base without being caught.

The first person to be caught becomes Mr. Wolf.



### Stuck in the mud

One child is 'the chaser'. The other children have to run away.

When someone is caught by the chaser, he/she must stand with legs slightly apart and with feet firmly on the ground.

The other players are allowed to free the children who are 'stuck' by crawling through their legs. The game continues until everyone is caught.





## Queenio Queenio

- Mercy Primary
- Ball game
- 4-9years
- You will need a ball
- Class or large group of children

Choose one person to be 'It' or Queenio. The other players should stand in a line and Queenio stands in front of them about 2 metres away.

Queenio takes the ball and turns round so her back is facing the other players. Then they should throw the ball gently over one shoulder.

If anyone catches the ball (without it bouncing) they become Queenio straight away.

If the ball bounces then the nearest person should pick it up and hid it in their hands behind their back.

All the players should stand with their hands behind their backs and sing :

**"Queenio, Queenio Who's got the ballio?**

**I haven't got it,**

**It isn't my pocket.**

**Queenio, Queenio, Who's got the ballio?**

Queenio then tries to guess who has the ball – if she is right she remains as Queenio, if not the person who has the ball becomes Queenio."



## Clapping games

- Mercy Primary School
- Clapping rhymes
- 4-11yrs
- Partners

1. My mummy told me  
If I was goody  
That she would buy me  
A rubber dolly  
My auntie told her  
I kissed a soldier  
Now she won't buy me  
A rubber dolly

2. Patty cake, Patty cake  
Baker's man  
Bake me a cake as fast as you can  
Mark it with B and put it in the oven for baby and me

3. A sailor went to sea, sea, sea  
To see what he could see, see, see  
But all that he could see, see, see  
Was the bottom of the deep blue sea, sea, sea

