



Rubber Animals Games



Flying Fish

Equipment:

- Bath towels or pillowcases (one for every 2 players)
- Rubber fish (at least one per player - the more the better)
- Stopwatch
- Large bucket (a large hula hoop will work)

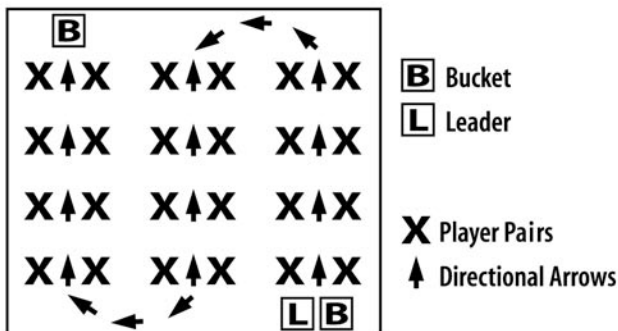
How to play:

Players will work with a partner. Each set of partners will have a net (bath towels/pillowcase).

Arrange players in pairs so that they are in a line formation throughout the gymnasium. Use as much of the gym as possible, as the players will be tossing the fish from net to net following a predetermined pattern. (See diagram below). The leader will start the activity by tossing a fish to the first set of partners (pair #1). Pair #1 must catch the fish in the net and then toss the fish to the next set of partners. Partner sets continue to catch and toss the fish until the last set of partners receives the fish. The last pair of partners must use the net to toss the fish into a large bucket. Each fish that makes it into the bucket scores a point. If the fish is dropped at any time, it is out of the game (the "one that got away" syndrome). Practice the pattern a few times. After the players understand the pattern, the instructor will continually toss fish to the first pair of players. The less time allowed between fish, the more exciting and challenging the game becomes. At the end of the game, count the number of fish that have ended up in the bucket.

Challenges:

Give the players a time limit in which to complete the game. Arrange the player pairs in a scattered formation so that it is more difficult to remember the pattern, and toss and catch the fish. Or, increase the distance between the student pairs.



Flip Flop

Equipment:

- Hula hoops (2 per team)
- Rubber fish (at least one per player - the more the better)
- Stopwatch.

How to play:

Arrange the students in lines of four to six team players. Each team will have two hula hoops. One hoop will be the "pond" and will contain all the fish for the team. The other hoop will be the "basket" and will contain all the fish the team has caught (by successfully passing the fish among the team members). The first player in the line will hold the fish by the tail and pass it back over his/her head to player # 2. Player #2 will receive the fish by the head and pass it under his/her legs to player #3. Player #3 will receive the fish by the tail and pass it back over his/her head to player #4. Player #4 will receive the fish by the head and pass it back under his/her legs to the next player. Continue alternating the over/under and the head/tail pattern until all team members have received the fish. When the last player receives the fish, he/she will yell "Flip-Flop" and the entire team will turn to face the opposite direction and pass the fish back through the line. Students may pick up any fish that is dropped on the floor. When the fish returns to the first player, he/she will yell "Flip-Flop" (the team members will once again turn forward), and then take another fish from the "pond".

Challenges:

Perform the activity as a timed event and/or increase the distance between the students.

Bag the Bass (Aquatic game)

Equipment:

- A swimming pool
- Large bucket or hula hoop
- Stopwatch
- Rubber fish (at least one per player).

How to play:

Toss the fish to the shallow end of the pool. Working in small teams, the players will catch (pick up the fish) and put them in the "bag" (the bucket or hula hoop). One player will remain on the pool deck to receive the fish (may be handed or tossed) and place it in the "bag".

Players do not have to go underwater to "catch" the fish until all of the fish are to be collected from the bottom of the pool.

Skill and concept practice:

Prior to playing the game, allow the players to practice retrieving an object from the pool bottom and tossing/handing the object to a person on the pool deck. Discuss the principles of how to go underwater to retrieve an object and how to use the strengths of team members to achieve a goal. Also discuss the advantages and disadvantages of handing/tossing the fish to the player on the deck and the phenomenon of object distortion by the water.

Challenges:

Time each team. The team with the lowest time is the winner. Or, increase the depth at which the students need to retrieve the fish, but be sure to only use this challenge with advanced swimmers. Provide students with long-handled nets for scooping fish.

Super Chicken Tag

Equipment needed:

- Four to six foam balls
- Four to six Rubber Chickens
- An open space appropriate for the class size

Designate four to six players as taggers called "Wolves", four to six players as "Super Chickens", and the rest as "Barnyard Chicks". Give the Wolves a foam ball to tag with, and Super Chickens a Rubber Chicken to rescue with which also makes them immune from a wolf's tag. Barnyard Chicks that are tagged must assume a "rescue me" position (*i.e., down on one knee*) until a Super Chicken comes by and gives them the Rubber Chicken. The rescued Barnyard Chick will then pop up and yell "I'm Super Chicken" and look to rescue another Barnyard Chick who has been tagged.

Use music such as the "Chicken Dance" or other barnyard-type music to signal GO when the music starts, and STOP when the music is off. The object of the tag game is for the Wolves to tag as many Barnyard Chicks in the allotted time as possible. Leaders should emphasize that in order for the game to continue for the allotted time, the Super Chickens have the responsibility of rescuing all tagged Barnyard Chicks.

As safety concerns, players should look where they are running, tag softly, and not throw the Rubber Chicken at anyone. The suggested time for any one set of Wolves to be taggers is two to three minutes.

Cluckers

Equipment needed:

- Six to eight Rubber Chickens
- Appropriate space for chase-and-flee activity for the number of players.

This is a classic tag-and-go/chase-and-flee activity. Designate four to six taggers within the group. Give each tagger a Rubber Chicken. On the command GO (*or the music starting*), the taggers must chase and try to tag another player with the hand not holding the Rubber Chicken. When they tag a player, they must cluck three times (*pronounced ba-gurk!*), then run away. The person tagged must also cluck three times, then try to find some other player to tag. There are no "tag backs", so the newly tagged player must find someone new to tag. Emphasize tagging with the "open" hand that is NOT holding the Chicken.

Capture Three Fish and Fowl

Equipment needed:

- A Bucket of Chickens, one Rubber Chicken or Fish for each group
- One plastic hoop per group
- Four small cones
- One large cone per group
- A space appropriate for the number of players

The object of this game is to capture three Rubber Chickens or Fish in your group's hoop. Divide the group into equally sized mixed groups of guys and gals. Place the four small cones in a large square in the center of the room. One Rubber Chicken and/or Fish per group should be placed inside this square. Place a large cone and a plastic hoop in front of each group. Groups are equally spaced around the center square, with about 20' to 30' feet to the center. On the command GO, the first person from each group runs out to the center and picks up ONE Rubber Chicken or Fish and returns it to the group's hoop. The first person then tags the next person (*relay style*) who then can take a Chicken or Fish from any other hoop without being prevented from doing so. The first group to get three Rubber Chickens or Fish in their hoop at one time wins the game.

A variation of this game more appropriate for the younger players, would be to have groups of Chickens, Fish, beanbags etc. that are a multiple of three with the matching number of groups.

The object of the game would then be to collect three of a kind in their hoop. This would necessitate the number of groups also being a multiple of three.

Jugglin' Chickens

Equipment needed:

- One Rubber Chicken per player
- Space appropriate to toss objects in the air for the number of players in the group.

Rubber Chickens make great linear juggling objects. Start with one Chicken in the dominant hand. Grasp the Chicken by the head and toss it so that it does one flip in the air; now try to catch it by the head. Repeat this several times until the player becomes consistently successful. Now repeat the same procedure with the non-dominant hand.

Try a figure-eight toss. Grasp the Chicken by the head with the dominant hand. Begin with the Chicken in the player's dominant hand; toss across the body making the Chicken flip in the center of the toss, and catch the Chicken's head with the non-dominant hand. Repeat the same procedure, but begin with the non-dominant hand. Challenge the players by asking them to count how many successful trips the Chicken makes from the dominant hand back to start. A successful trip is one that does not include a drop. Adding a second Rubber Chicken to the routine can challenge middle school students. They must follow the same pattern, but the toss must be coordinated between the dominant hand (*first toss*) and the non-dominant hand (*second toss*). The pattern sequence is: toss one (*dominant*), toss two (*non-dominant*), catch one (*with the non-dominant hand*), and catch two (*with the dominant hand*). This will lead the player to the proper sequencing for juggling three objects. It is important that

the player learns to look at the center of the figure-eight and not at the ends. Encourage the players to be aware of their peripheral vision, as this will help them to anticipate the path of the Rubber Chicken.

Chicken Exchange

Equipment needed:

- One to two Rubber Chickens per player
- A space appropriate for tossing objects in the air for the number of players in the group

Pair players, give them two Rubber Chickens each, and have them find a space where it is safe to toss the Chickens to each other. With the players facing each other, about 3' to 4' apart, have them toss the Chicken from their dominant hand to their player's dominant hand.

Keep increasing/decreasing the length of the game play.

Capture the Bacon

Equipment needed:

Rubber animal
The same rules as Capture the Flag, except the flag is a Rubber Pig, (or chicken, or fish).

Skeet Chicken

Equipment needed:

Lots of Finger Rockets and Rubber Chickens
Rubber Chickens are a lot of fun, but they are more fun flying through the air! One person with a Finger Rocket yells "PULL!" and someone else throws the chicken in the air and they shoot it. Easy enough? We'll see! Watch out, this one can be addicting.

Chicken-A-La-King

Equipment:

4-6 Rubber Chickens
Choose 4-6 players to be the "chicken hawks". Another 4-6 players will carry chickens-these will become the "rulers" of the barnyard. The rest of the players are "little clucks". The chicken-hawks tag the little clucks and when tagged, the little clucks have to freeze in a dead chicken pose. (*Everyone has a different idea of a dead chicken*) The ruler of the barnyard can then give the frozen little clucks a chicken to free them, then they become a ruler and you become a little cluck. The rulers then try to save other frozen clucks.

Rubber Chicken Whip

Equipment:

Rubber Chicken (RC)
Set Up: Group sitting in a circle

One player stands in the middle holding the RC

The player in the middle says a name of a player who is in the circle. The player whose name was called must stand up and say the names of the people sitting on either side of him/her. The player must do this BEFORE the player with the RC hits them (*below the knees*) with the RC. If he/she is hit with the RC, they must go into the middle and are now the RC Whipper & the person who was in the middle will take their place. If the player in the circle gets the names right, the player in the middle stays there.

Pass the Chicken

Equipment:

Rubber Chicken (RC)
Set Up: - All players stand in a tight circle facing inwards - shoulders should be touching

Elect one player to be the Detective

The Detective stands in the middle of the circle with eyes closed. Everyone sings the "Chicken Dance" song while the RC is passed behind the backs of the player in the circle. The Detective yells "STOP!" at which point everyone stops singing and freezes. The Detective has 3 chances to guess where the RC is. If the Detective guesses correctly, the player holding the RC becomes the Detective. If the Detective is wrong, he/she must try again. VARIATION: The RC can continue to be passed while the Detective is trying to decide where it is.

Chuck the Chicken

Equipment:

Rubber Chicken (RC)
Divide the group into two teams: Team A & Team B Team A starts off with possession of the RC. They form a line and pass the RC from the back of their line to the front in the following manner - through the legs of the second-last person in line, then over the head of the next person, then through the legs of the next person, and so on. Team B starts off by scrunching themselves into the smallest human 'knot' possible, all except for one player on the team. This player needs to run around and around the outside of the clump of Team B players. **For each full circuit of the clump, the team earns one point.** When the RC reaches the front of the line of Team A, the person at the front of the line yells "CHUCK THE CHICKEN!" as loud as they can and throws the RC as far away as possible. Team A then immediately forms into a clump and one person starts to run laps around the clump, earning Team A points. When Team B hears Team A yell "CHUCK THE CHICKEN", they immediately break off from their point gathering and run to wherever the RC has landed. They form a line like Team A did at the beginning of the game and pass the RC up the line - under one person's legs, over the next person's head, under legs, etc. When the RC reaches the front of the line, the leader yells "CHUCK THE CHICKEN!", throws the RC away, and Team B goes back to the clump formation to keep adding points to their score. Each team must have an equal number of opportunities to gain points. At the end of the game, whichever team has more points, wins.

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