

Creeping game variants

The material in this document derives from two sources. Some of it is cited directly from the material supplied by school students in response to Section 7 of the original questionnaire. Some of it is a summary of material provided by students during school visits. This material varies considerably in the degree to which it is a direct citation of what was said, or a digest of the information provided.

Note that there are some similarities between games described here and those in the Tag and Bullrush Variants documents. This is because elements of these games overlap.

Statues

Q3 – visit material

Statues = party game

R4

Statues: The person who's in goes up the front, turns around and faces a wall. When the person who's in turns around and isn't looking, you run up and try to touch the wall. When he turns to look at the group you have to stand still like a statue. When you get caught moving you have to go back to where you started. When you touch the wall [it's] your turn to be in.

S4 – visit material

Statues = creep up

T5

Statues = stuck in the mud = candles = candlesticks (old, grandma uses)

T5-WR2 – visit material

Statues = (1) stuck in the mud
= (2) run around, on command 'freeze' stay motionless
= (3) party game

T7 – visit material

Statues = creeping up game (girls) or = party game (boys).
Moving statues not known.

V8-AK1 – visit material

Statues requires music

U8– AK21

Statues

V8-AK27 – visit material

Stuck in the mud = **statues**

X9 – visit material

Statues not known.

Z10 – visit material

Statues = freeze = party game with music

W11-HM6 – visit material

Statues = freeze = creeping up game.

W12 – visit material

stick/stuck in the mud (but run from one end to the other) = **statues**; **statues** also = turn off the music.

Z12-RT3 – visit material

Statues = freeze = with music

d13 – visit material

Statues = freeze = game with music

T15-NP1 – visit material

Statues done to music and freeze when music stops. = freeze.

e15 – visit material

Statues = stuck in the mud; handstand statues.

b16-HS4

Candlesticks = stick in the mud = stuck in the mud ?= **statues**.

Z18 – visit material

Stop/go run around until someone says freeze. = freeze = **statues**
Stuck in the mud = **statues**

W18 – visit material

Statues may be the same as stuck in the mud, or just freeze when tagged, and wait for everybody to be tagged.

V21-WN4 – visit material

Statues = freeze and has music (girls) or = creeping game (boys).

V21-WN15 – visit material

freeze = **statue tag** = stuck in the mud.

T21 – visit material

They think there's a difference between **statues** and freeze, but they're not sure what it is.

Q21-NL2 – visit material

freeze = **statues** = stiff candle = candlesticks, though for some statues is a party game or is just the same as sneak up granny/creep up jack (expected rules).

L23 – visit material

Statues = freeze, esp party version.

Q26 – visit material

Statues = stiff candles.

O28-CH6 – visit material

Statues may be the same as candlesticks, or may be a game with music, aka freeze by some.

P28-CH16 – visit material

Statues = freeze = Creep Up On Granny.

P27

Statues

K31-TM1 – visit material

Statues either = candlesticks or a version with music.

H33 – visit material

Statues is a game with music

C33 – visit material

Statues not known or equated with stuck in the mud

B35 – visit material

Statues = candlesticks for some, for others is a party game.

I35-DN3 – visit material

Statues is a party game.

D36 – visit material

Candlesticks (said to be 'kinda like **statues**').

Freeze

Q3 – visit material

Freeze = stop/go -- run and someone says stop or go.

S4 – visit material

Freeze = stuck in the mud or the party game or freeze with a tennis ball ('you brandy them')

T5

Freeze has music or is a version of ball tag.

T5-WR2 – visit material

Freeze = party game

T7 – visit material

Freeze is like tiggy but the new person in must wait for 20 sec after being tug.
(There seemed to be two variants of this being discussed)

V8-AK1 – visit material

Freeze -- gave freeze ball tag

V8 – AK30

Freeze: “Some one stands facing the wall. The whole crowd faces the person opposite the wall. The people from behind creep up from behind quietly. Then that person turns around, but the crowd has to freeze. If you get caught out, you’re out.”
“I call it freeze.”

X9 – visit material

Freeze not known.

Z10 – visit material

Statues = **freeze** = party game with music

W11-HM6 – visit material

Statues = **freeze** = creeping up game.

W12 – visit material

Freeze = basic creep up game, for some played on steps.
Freeze also = freeze ball tag/tiggy.

Z12-RT3 – visit material

Statues = **freeze** = with music

d13 – visit material

Statues = **freeze** = game with music

T15-NP1 – visit material

Statues done to music and freeze when music stops. = **freeze**.

b16-HS4

Freeze has music.

Z18 – visit material

Stop/go run around until someone says freeze. = **freeze** = statues

V21-WN15 – visit material

Freeze = statue tag = stuck in the mud.

V21 – WN23

Freeze: “When leader turns round have to stay still. The rest is the same.”
“When someone says freeze, you freeze.”

T21 – visit material

They think there's a difference between statues and **freeze**, but they're not sure what it is.

Q21-NL2 – visit material

Freeze = statues = stiff candle = candlesticks, though for some statues is a party game or is just the same as sneak up granny/creep up jack (expected rules).

L23 – visit material

Statues = **freeze**, esp party version.
For some freeze = sneak up granny.

K25 – visit material

There are problems with **freeze**, but it probably is the same as stiff candles.

O28-CH6 – visit material

Statues may be the same as candlesticks, or may be a game with music, aka **freeze** by some.

P28-CH16 – visit material

Statues = **freeze** = Creep Up On Granny.

P27

Freeze

K31-TM1 – visit material

Freeze not known.

H33 – visit material

Freeze = statues without the music!

C33 – visit material

Freeze, candlesticks and Jack Frost may be the same game. For some it is a type of ball tag.

B35 – visit material

Freeze not known.

I35-DN3 – visit material

Freeze not known.

Sneak/Creep(ing) (Up)

S4 – visit material

Sneak up granny not known

T5-WR2 – visit material

Play **creep up** and a keys variant but have no names for these.

V12

Creep: Person stands against a wall facing their back to the other people and they count up to 5 while the other people are trying to creep up to the person standing against the wall. When that person turns around then everyone has to freeze and if anyone is caught moving they have to start again. If anyone touches that person they have a turn at standing against the wall.

b16 – HS4

Creep Up: 1 person stands facing a wall with a bunch of keys next to his feet. The others have to creep up and get the keys, passing them back to the beginning line. The person in can turn around at any time and if he sees someone moving or guesses who's hiding the keys, the person has to return to the line, and/or return the keys. This game can be played with any other noisy objects. Once the game is finished, another person is picked to be in.

T21 – visit material

Sneak up Granny (no sign of Jack!) is when 'granny' turns round and sees you moving, and sends you back to the base line.

L23 – visit material

For some freeze = **sneak up granny**.

Q26 – visit material

Sneak up on granny

O28-CH6 – visit material

Creep up usually just called that, but 1 x granny on the end.

P28-CH16 – visit material

Statues = freeze = **Creep Up On Granny**.

K31-TM1 – visit material

Sneak up granny given as name.

H33 – visit material

Sneak up granny provided by 1 girl only, others couldn't think of anything with granny.

C33 – visit material

Sneak up on granny known.

B35 – visit material

Don't know a granny game.

D36 – visit material

Sneak up granny known.

C37 – IV1

Creeping up: A player faces the wall, the other players creep up on them. The 'in' person turns around quickly to spot them.

What's the time Mr Wolf:

Q3 – visit material

What's the time Mr Wolf: 12 o'clock (neither dinner nor lunch!)

S4 – visit material

What's the time Mr Wolf: some versions with time and possibly treasure; poorly recalled. Dinner time and safe behind line.

T5-WR2 – visit material

Mr Wolf has dinner time

T7 – visit material

What's the time Mr Wolf: time gives number of steps forward, dinner time, safe behind start.

V8-AK1 – visit material

What's the time Mr Wolf: a version of creep up game: dinner; no safe line. Version where time given = number of paces forward.

V8-AK27 – visit material

What's the time Mr Wolf: dinner time, one step whatever time is called, safe behind start. Version where you have to get a comb (e.g.) from the wolf.

Z10 – visit material

What's the time Mr Wolf: supper time, safe behind the start. Girls say played walking around, with dinner time and safe at a base.

W11-HM6 – visit material

In **What's the time Mr Wolf** go forward number of steps given by the time; dinner time; safe behind start line.

e15 – visit material

What's the time Mr Wolf: dinner time, safe behind start.

b16-HS4

What's the time Mr Wolf, you have to pass the wolf before he says dinner time, and safe behind start line. One version involves following the wolf around.

Z18 – visit material

What's the time Mr Wolf: 2 o'clock, 2 steps, no safe zone

W18 – visit material

Mr Wolf, lunch time or dinner time, safe behind start line. Some have a version where those caught by the wolf join the wolf rather than replacing him.

V21-WN15 – visit material

What's the time Mr Wolf has dinner time and a safe line.

V21 – WN23

What's the time Mr Wolf: “When the person who's playing wolf says 12.00 lunch you all run away.”

T21 – visit material

What's the time Mr Wolf? is when the 'wolf' says 'dinner time' and then has to tag somebody before they retreat behind the line.

Q21-NL2 – visit material

In **What's the time Mr Wolf** there is no safe line: 'it just turns into tag'.

L23 – visit material

For **Mr Wolf**, on x o'clock, move forward x paces. Arrange whether to have a home or not at the start of the game.

K25 – visit material

Mr Wolf says 'lunch-time' and you are safe behind the start line.

Q26 – visit material

What's the time Mr Wolfie, lunch time and safe behind start.

O28 – CH5

“Variations of **What's the Time Mr Wolf**: Creep up on Granny. It is the same except no-one needs to call out a time.”

“Sneak up on Granny is exactly the same as **What's the Time Mr Wolf** except it has a new name, Sneak up on Granny”

“A variation of **What's the time Mr Wolf** is Granny Steps, creep up on Granny, a game where you, like Mr Wolf, have to creep up on Granny before she/he turns round. If you move when she/he turns around you go back to the start.”

“A variation for **What's the Time Mr Wolf** is Sneak up on Granny. It is almost the same as **What's the Time Mr Wolf** except when you turn around, you do not say anything.”

“**What's the Time Mr Wolf** = Sneak up on Granny = 1 person is standing with their back to other people who are playing who are in a line. The people in the line have to sneak up on the person with their back to them without him/her turning around. If him/her [sic] turns around you have to freeze. The object of the game is to tag Granny.”

O28-CH6 – visit material

What's the time Mr Wolfie (with optional diminutive) has two versions: (1) where you advance the number of steps given by the time, (2) where you just try to creep up without being seen to move. Wolfie says dinner time, and you are free behind the base line.

P28-CH16 – visit material

Mr Wolf shouts dinner time and you are safe behind the start line.

K31-TM1 – visit material

Mr Wolf played on steps for some (from Dargaville?), safe behind line.

H33 – visit material

Mr Wolf says lunch time and has no safe zone (there's a variant where the wolf doesn't chase, too).

C33 – visit material

Mr Wolf played both with and without a safe zone.

B35 – visit material

In **Mr Wolf** you are safe behind the start line.

H35

What's the Time Mr Wolf: "One person faces a wall and a group of people stand behind a line. The people behind the line call "What's the time Mr Wolf?" and they start walking towards the wolf. If Mr Wolf calls dinner time, all the people try to run back over the line without the wolf catching them. If someone is caught, they are the wolf, and the wolf can call any time. The first person to the wall wins."

"First you need a group of people. One person goes in. they are called Mr wolf. Everybody else stands in a line and walks behind the wolf. Mark where the people are standing with a jersey or something. They all start walking behind the wolf and say "What's the time Mr Wolf?" The wolf turns to the group and says any time e.g. 1:00. They carry on doing this until Mr Wolf turns and says it's dinner time. The line of people have to turn and run as fast as they can to the line while the wolf chases them. If the wolf tags somebody that person's in. but if the wolf can't get anyone, they are in again."

"One person faces a wall. Other people stand in a parallel line to the wall. The people who are in the line have to get to the wall. The wolf who is facing the wall is allowed to turn round at any time. If the wolf sees anybody moving the person who was seen gets to be the wolf."

"You need a group of people, then someone is the wolf and the other people go behind a line. Then the person who is the wolf faces a wall and the other walk up and ask "What's the time Mr Wolf?" . Mr Wolf says a time like 1:00 o'clock. Then they ask it again and keep on walking up. If the wolf says dinner time they all have to run back and try to get behind the line. Then if the wolf tigs them they're the wolf. The aim is to try and tig the wolf and then you win."

"How to play: One person stands at one side of the court and the rest of the players stand behind the line on the other side of the line and start walking to the wolf and say "What's the time Mr Wolf?" The wolf says 1 o'clock or any number and when the wolf says what time it is he or she turns around and everyone has to freeze. If anyone is still moving they're out. When the wolf says dinner time the wolf chases the others and if someone gets caught they're also out. The first person to reach the wolf wins."

I35-DN3 – visit material

In **Mr Wolfie** (note dimin) you have to tag the wolf before he says 'dinner time'.

D36 – visit material

What's the time Mr Wolf (note lack of diminutive) uses lunchtime and you are safe behind the start line.

C37 – IV1

What's the Time Mr Wolf: The wolf faces the wall, the others call, “What's the time Mr Wolf?” as they creep up. If the wolf answers “Dinner time” they all run back to the line without being caught.

Candles, Candlesticks, Stiff Candles

T5

statues = stuck in the mud = **candles** = **candlesticks** (old, grandma uses)

T15-NP1 – visit material

Stuck in the mud = **stiff candle** (? stick candle?) = **candlestick**.

b16-HS4

Candlesticks = stick in the mud = stuck in the mud ?= statues.

W18 – visit material

Candles or **candlesticks** = stuck in the mud.

T21 – visit material

Candlesticks involves getting tagged, and standing still until someone who is not in frees you by crawling through your legs. Also played at the pool.

Q21-NL2 – visit material

freeze = statues = **stiff candle** = **candlesticks**, though for some statues is a party game or is just the same as sneak up granny/creep up jack (expected rules).

L23 – visit material

Stiff candles = stuck in the mud.

K25 – visit material

There are problems with freeze, but it probably is the same as **stiff candles**.

O28-CH6 – visit material

Both **candlesticks** and **stiff candles** reported here.

K31-TM1 – visit material

Statues either = **candlesticks** or a version with music.

C33 – visit material

Freeze, **candlesticks** and Jack Frost may be the same game.

B35 – visit material

Statues = **candlesticks** for some, for others is a party game.

I35-DN3 – visit material

Candlesticks with standard defn.

D36 – visit material

Candlesticks (said to be 'kinda like statues').

Farmer, Farmer

Q3 – visit material

Farmer farmer can I cross your river

Hot Chocolate

Q3 – visit material

Hot chocolate: not known

S4 – visit material

Hot chocolate not known

T5

Hot chocolate not known.

T5-WR2 – visit material

Hot chocolate not known

T7 – visit material

Hot chocolate not known by the boys.

Hot chocolate is like stuck in the mud, but when you get tug you slowly melt, and if you're not rescued before you get to the ground, you're out. It is also a skipping game that they can't remember.

V8-AK1 – visit material

Hot chocolate not known

U8– AK21

Hot chocolate: played

V8-AK27 – visit material

Hot chocolate not known.

X9 – visit material

Hot chocolate not known.

Z10 – visit material

Hot chocolate not known

W11-HM6 – visit material

Hot chocolate not known

W12 – visit material

Hot chocolate not known by boys.

Hot chocolate turns into traffic lights (but I didn't understand how).

Z12-RT3 – visit material

Hot chocolate not known.

d13 – visit material

Hot chocolate not known

T15-NP1 – visit material

Hot chocolate not known.

e15 – visit material

Hot chocolate not known.

b16-HS4

Hot chocolate not known.

Z18 – visit material

Hot chocolate not known

W18 – visit material

Hot chocolate not recognised.

V21-WN4 – visit material

Hot chocolate not known.

V21-WN15 – visit material

Hot chocolate. A variation on grandma's footsteps. Creep up behind, and freeze when they turn round; say 'hot chocolate' when you manage to tag the person in, and then you have to run back to the start line before in can tag you.

T21 – visit material

Hot chocolate not played.

Q21-NL2 – visit material

Hot chocolate not known except by one who thought it might be like statues.

L23 – visit material

Hot chocolate not known

K25 – visit material

Hot chocolate not known.

Q26 – visit material

Hot chocolate not known.

O28-CH6 – visit material

Hot chocolate not known.

K31-TM1 – visit material

Hot chocolate not known.

H33 – visit material

Hot chocolate not known

C33 – visit material

Hot chocolate only recognised by one from Akl.

B35 – visit material

Hot chocolate not known

I35-DN3 – visit material

Hot chocolate not known.

It was suggested that playing hot chocolate might be 'pinging the marshmallows into the hot chocolate' (which they seemed to think was fun!)

Poison Letter

T5-WR2 – visit material

Poison letter: played

W18 – visit material

Poison letter not known.

O28-CH6 – visit material

The game with letters of the alphabet is here called **poisonous letter**, but has a twist. One letter is marked as poisonous. Then the person 'in' calls out letters, and you advance by the number of paces equivalent to the number of times that letter occurs in your name. But if the poisonous letter is called and you advance, you are out and have to return to the start line.

Stop/Go

Q3 – visit material

Stop/go = freeze -- run and someone says stop or go.

T5

Stop/go not known.

W11-HM6 – visit material

Stop/go not known.

W12 – visit material

Stop/go not known.

Z12-RT3 – visit material

Stop/go not recalled

d13 – visit material

Stop/go not known

T15-NP1 – visit material

Stop/go not known.

b16-HS4

Stop/go not known.

Z18 – visit material

Stop/go run around until someone says freeze. = freeze = statues

W18 – visit material

Stop/go not recognised.

V21-WN15 – visit material

Stop/go, you move round and the teacher says stop and have to freeze. Teacher can say that 'go' means stop and vv.

Q26 – visit material

Stop/go not known.

O28-CH6 – visit material

Stop/go not known.

K31-TM1 – visit material

Stop/go not known.

C33 – visit material

Stop/go = traffic lights. It's played on a hill or steps with the person in at the top. On green light/go the others try to climb the hill, on red light/stop they must freeze.

B35 – visit material

Stop/go not known.

I35-DN3 – visit material

In **stop/go** you don't say anything, ie =creeping up game
Old granny's asleep is either like stop/go or has some keys which you have to steal.

Stuck in the Mud/Sticky glue

Q3 – visit material

Stuck in the mud: played

S4 – visit material

Stuck in the mud = Freeze

T5

statues = **stuck in the mud** = candles = candlesticks (old, grandma uses)

T5-WR2 – visit material

Stuck in the mud = Statues

V8-AK27 – visit material

Stuck in the mud = statues

Z10 – visit material

Stuck in the mud

W11-HM6 – visit material

Stuck in the mud.

W12 – visit material

Stick/stuck in the mud (but run from one end to the other) = statues

d13 – visit material

Stuck in the mud/glue

T15-NP1 – visit material

Stuck in the mud = stiff candle (? stick candle?) = candlestick.

e15 – visit material

Statues = **stuck in the mud**

Sticky glue = stuck in the mud except that you have to hold a finger and say sticky fingers when you tag.

b16-HS4

Candlesticks = **stick in the mud** = **stuck in the mud** ?= statues.

Z18 – visit material

stuck in the mud = statues

W18 – visit material

Candles or candlesticks = **stuck in the mud.**

V21-WN15 – visit material

freeze = statue tag = **stuck in the mud.**

L23 – visit material

Stiff candles = **stuck in the mud.**

O28-CH6 – visit material

One Australian reported using **stuck in the mud** for stiff candles, and others agreed to knowing the label.

C33 – visit material

Statues not known or equated with **stuck in the mud**

Red light Green light

S4 – visit material

Red light green light not known

T5

Green light red light = creep up for girls.

T5-WR2 – visit material

Red light green light not known

V8-AK1 – visit material

Creep up game called **red light green light** or What's the time Mr Wolf

Z10 – visit material

Creep-up game called **red light green light**

W11-HM6 – visit material

Red light green light not known

W12 – visit material

Red light green light not known.

Z12-RT3 – visit material

Red light green light on Barney (TV), but not recalled.

d13 – visit material

Red light green light not known by boys

Creeping up game: girls called it **green light red light**.

T15-NP1 – visit material

Red light green light: spin someone round till red light, tell you what you're supposed to do/be say green light, you do it till red light then freeze.

e15 – visit material

Red light green light not known.

Red light green light subsequently given as the name for granny's treasure, which otherwise didn't seem to have name. Bar of soap and ball mentioned as treasures.

Z18 – visit material

Red light green light not known

W18 – visit material

Red light green light not recognised.

V21-WN4 – visit material

Red light green light (is that the one where you go up and down stairs?) not known.

K25 – visit material

Red light green light not known.

Q26 – visit material

Red light green light not known.

O28-CH6 – visit material

There is something with red light orange light green light go, where you then have to do a handstand.

P28-CH16 – visit material

Red light green light known by just one, and equated with sneak up granny only with the words red light and green light added.

K31-TM1 – visit material

Red light green light not known.

H33 – visit material

Red light green light played.

B35 – visit material

Red light green light not known.

D36 – visit material

Red light green light not known.

Ball Tag variants

S4 – visit material

Freeze with a tennis ball ('you brandy them')

S4 – visit material

Stingball

T5

Freeze has music or is a version of ball tag.

T5

Dodgeball

T5

Brandy

V8-AK1 – visit material

Freeze -- gave freeze ball tag

W12 – visit material

Freeze = freeze ball tag/tiggy.

C33 – visit material

Freeze by some reported as a game where you run carrying a ball. The person with ball yells freeze, and then has to throw the ball and the frozen people in order to tag them.

Traffic Light(s)

Q3 – visit material

Traffic lights not known

S4 – visit material

Traffic lights not known

T5

Traffic lights not known.

T5-WR2 – visit material

Traffic lights not known

T7 – visit material

Traffic lights not known by the boys.

V8-AK1 – visit material

Traffic lights: red light and stop, green light and go, skating or running.

V8-AK27 – visit material

Traffic lights has stop/freeze/go: run around on 'go', stop or freeze on 'stop'.

X9 – visit material

Traffic lights not known.

Z10 – visit material

Traffic lights: on green light run, orange light walk, red light stop (didn't follow all of this, but also used in class: red light silence, orange light whisper, green light talk)

W11-HM6 – visit material

Traffic lights not known (post hoc one girl said she knew traffic lights -- and she prided herself on knowing everything, so she might)

W12 – visit material

Traffic lights not known by boys.

According to one girl (clued up) traffic lights is the creep up game, but it says 'stop' and 'go' appropriately.

Z12-RT3 – visit material

Traffic light not known.

d13 – visit material

Traffic lights not known

T15-NP1 – visit material

Traffic lights not known.

e15

You're not allowed to say "No you never seen me"
 "Same except the person facing wall says "Green light, orange light, red light."
 When he says "red light" he turns around."
 Not known by children interviewed during visit.

b16-HS4

Traffic lights not known.

Z18 – visit material

Traffic lights not known

W18 – visit material

Traffic lights not recognised.

V21-WN4 – visit material

Traffic lights not known.

V21-WN15 – visit material

Traffic lights not known.

T21 – visit material

Traffic lights not played.

L23 – visit material

Traffic lights not known.

K25 – visit material

Traffic lights not known.

Q26 – visit material

Traffic lights not known.

O28-CH6 – visit material

Traffic lights not known.

P27

Traffic Light played.

K31-TM1 – visit material

Traffic lights not known.

H33 – visit material

Traffic lights not known

C33 – visit material

Traffic lights not known by boys.

Stop/go = **traffic lights**. It's played on a hill or steps with the person in at the top. On green light/go the others try to climb the hill, on red light/stop they must freeze.

B35 – visit material

Traffic light not known.

I35-DN3 – visit material

In **traffic lights** you say stop and go.

D36 – visit material

Traffic lights not known.

Mother May I

V8-AK1 – visit material

Mother may I move? Yes 5 ? steps. (or no, or any other number, take it in turns to ask)

V21 – WN23

Mother May I: One person stands facing the wall and the others walk up to them. They turn around before they get touched.

Granny's Keys

T5-WR2 – visit material

Play creep up and a **keys variant** but have no names for these.

V8-AK27 – visit material

What's the time Mr Wolf: dinner time, one step whatever time is called, safe behind start. **Version where you have to get a comb (e.g.) from the wolf.**

Z10 – visit material

Keys (treasure game)

e15 – visit material

Red light green light given as the name for **granny's treasure**, which otherwise didn't seem to have name. Bar of soap and ball mentioned as treasures.

b16-HS4

granny's / grandma's keys

G36

Granny's Keys: In this game one player is chosen to be "Granny" and is blindfolded and sits in a chair. A bunch of keys is put under "Granny's" chair. The other players sneak up to try and get her keys. When "Granny" hears footsteps she has to point to where they came from and if that person gets caught they go back to the start. When someone reaches the chair they have to try and get the keys and get back to the start without "Granny" knowing. If "Granny" can hear the keys she yells out "Keys" and the person with the keys puts them back under the chair and goes back to the start. If they are also heard from their footsteps they go back to the start. The person who gets the keys back to the start is now "Granny" and the game starts again. If "Granny" calls out "Keys" fifteen times when no one has them the person who is nearest to "Granny" then becomes the new "Granny". Also "Granny" is not allowed to sweep her hand around to get everyone out.

I35-DN3 – visit material

Old granny's asleep is either like stop/go or has some keys which you have to steal.

Other names mentioned

e15 – visit material

Queenie-queenie not known.
Sleeping giant not known.

V21-WN15 – visit material

King used by South African as name for hot chocolate.

H33 – visit material

Kiss granny = creeping up game.

C33 – visit material

Freeze, candlesticks and **Jack Frost** may be the same game.

C33 – visit material

Grandma's sleeping is another name for Creep up on granny.

B35 – visit material

Wizards and Goblins is like candlesticks, but you get hit (with something soft, they assured me, but they mentioned sticks!)

D36 – visit material

Trees, rocks, stars is a teacher-initiated game whose goal was far from clear but you had to imitate the shape of the thing with your body. An alternative variant exists with elephants!

No name given

T5-WR2 – visit material

Play creep up and a keys variant but have no names for these.

X9 – visit material

No name for creeping up.

Z12-RT3 – visit material

Creep-up game recognised, but not name

d13 – visit material

Creeping up game recognised by boys, but they had no name; girls called it green light red light.

T15-NP1 – visit material

Creep up/sneak up has no name but may start with Granny.
Grandpa's green undies is another similar game but details not recalled.

L23 – visit material

Version of sneak up granny where a letter is called out, and if you have the letter in your name, you move forward one pace. No special name recalled for this version.

P23

Sometimes we have to touch an object (like a shoe) in front of the person facing the wall. Sometimes we also just have to tag the person.

C33 – visit material

The variant with letters of the alphabet known, but no name known.