

## Games without Balls

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 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.

P27

“We play animals but have no rules”

P23

Arm Wrestling

D34

**Baggle:** One person lies on ground, heaps of other people pile on. It keeps going till bottom person calls “Stop” or “Squashed” or they start crying!! [Teacher comments: I don’t like the sound of this one]

O28 – CH8

**Duck duck goose:** Everyone in circle. 1 person in goes around, pats on head, “duck, duck, ...”. When pat and say goose, that person runs after them outside circle, and then takes their place if 1<sup>st</sup> person not caught.

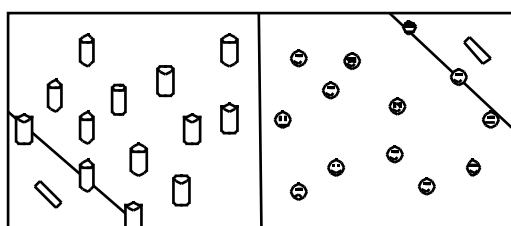
R4

**Egghead:** “What you need to play egghead is you need at least 4 eggs or more, and you can have as many people as you wish, and have to go and hide”

V12

**Flags:** Play on grass, have two teams. Team 1 has to go over the half-way line to get in the triangle of Team 2 to get their baton, then run back past the half-way line. You’re only allowed 3 goose guards to guard the triangle. If Team 1 goes past the halfway line to the opposite side one of Team 2’s players can tig one.

👤 = Team 1; 😊 = Team 2; △ = triangle; — = baton



O28– CH6 – visit material

**Gladiators:** on the monkey bars, try to pull people off.

## C37 – IV1

**Heads down, thumbs up:** At desks or on floor. Everyone hides faces and puts their thumbs up. Those who are in creep around and touch one person's thumbs. Everyone sits up. Those tigger try to guess who tiggered them. If correct, they take the place of the tigger.

## W12

**Hide and go Seek:** played according to traditional rules.

## P27

**Hot Lava:** “We play Hot Lava: you can't touch the bark”

## B35 – visit material

**Hit** someone and say ‘pass it on’ or ‘pass it back’. Hit increases in size as the game persists.

## C37 – IV1

**Icicles:** You stand in a circle and bow your head. The ‘in’ person goes round, makes a ‘tig’ and you chase them around the circle.

## C37 – IV1

**I Like People, I really like people:** Stand in circle. The person who is ‘in’ says the above adding e.g. who are wearing yellow, who wear glasses, who play the piano, etc. those in the circle who qualify run to change places before the ‘in’ person takes their place.

Variation: sit in pairs in rows of chairs like on a bus. Work in pairs to be in and change places.

## O28– CH6 – visit material

**Jelly Wobbles:** swinging from side to side along overhead ladder.

## W12

**Kickstone:** Two players at a time, each in a square, kick a stone from one square to the other. Only allowed to take one step/ move one foot. Player is out if stone misses opponent's square or the stone cannot be returned.

## I35-DN3 – visit material

**Marco polo:** transferred from the pool. Played on the climbing frame, and if someone yells “shark attack” and you're on the ground, you're out.

## W12

**Memory** – instrument game – go round a circle repeating previous instruments and actions. The first player slaps knees twice and acts out the instrument while saying

Ching ching (guitar)

Boom boom (drum)

Tweedle-ee (flute) etc

The second player repeats the first player's instrument and adds their own and so on.

## C37 – IV1

**Mr Judge:** The ‘in’ person stands with back to group. Someone from the group says “Good morning, Mr Judge”. The ‘in’ person has to guess who spoke.  
Variation: disguise voice.

**Peaknuckle**

Q3 – visit material

**Peanuckle:** Pk, pk, 1, 2, 3 (also at end)

S4 – visit material

**Peanuckle:** 1, 2, 3, pk, pk. hiding called doggie house (x 1)

T5-WR2 – visit material

**Peanuckle:** 1, 2, 3, 4, I declare a pk war (or pk pk 1, 2, 3); pk pk 1, 2, 3, (at end).  
Hiding allowed.

T5

**Peanuckle:** Pk pk 1, 2, 3, 4, I declare a pk war, 4, 3, 2, 1 pk war has just begun. Pk pk 1, 2, 3 (at end). hideosies known.

T7 – visit material

**Peanuckle:** Pk pk 1, 2, 3, do you want a war with me? Pk pk 1, 2, 3 (at the end)

V8-AK1 – visit material

**Peanuckle:** Pk pk pk war, I declare a pk war; pk pk pk war, I won the pk war.

V8-AK27 – visit material

**Peanuckle:** Pk, pk, 1, 2, 3; same at end.

X9 – visit material

**Peanuckle:** Pk pk 1, 2, 3 I declare a peaknuckle war; pk pk 1, 2, 3, I won the war in 1993.

Z10 – visit material

**Peanuckle:** Thumb wrestling. Pk pk 1, 2, 3, I declare a pk war; pk pk 1, 2, 3

W11 – HM1

**Peanuckle:** Two people can play.

Rules: you use your thumb with another friend and you sing Peaknuckle, Peaknuckle 1,2,3 then one person has to get the person’s thumb down and say Peaknuckle, Peaknuckle 1,2,3.

W11-HM6 – visit material

**Peanuckle:** Pk pk 1, 2, 3 (and same at end); or pk pk 1, 2, 3, 4, I declare a pk war bow, kiss, fight.

## W12 – visit material

**Peanuckle:** Pk pk 1, 2, 3 (I declare a war with you [not sure of this bit]); 1, 2, 3, at end.

## Z12-RT3 – visit material

**Peanuckle:** Pk pk 1, 2, 3, {I delcare a pk war start now, kiss bow fight}; pk pk 1, 2, 3

## d13 – visit material

**Peanuckle:** Pk pk 1, 2, 3; pk pk 1, 2, 3,  
1, 2, 3, I declare a pk war, bow, hide, kiss, start (reported for little kids)

## T15-NP1 – visit material

**Peanuckle:** 1, 2, 3, 4, I declare a pk war; pk pk 1, 2, 3, at end  
Pk pk 1, 2, 3; 1, 2, 3, 4 at end.

## e15 – visit material

**Peanuckle:** Pk pk 1, 2, 3, bow, kiss, fight; pk pk 1, 2, 3 while holding down

## b16-HS4

**Peanuckle:** Pk pk pk 1, 2, 3; then optionally: I declare a war to be — go / kiss, bow, fight. At end, pk, pk, pk, 1, 2, 3, then optionally I declare this war to me / I have won the pk war. Alt: 1, 2, 3, 4, I declare a pk war.

## Z18 – visit material

**Peanuckle:** Pk pk 1, 2, 3, bow to the king, kiss the queen, fight with the joker; pk pk 1, 2, 3

## W18 – visit material

**Peanuckle:** Pk pk 1, 2, 3, I declare a pk war; at end pk pk 1, 2, 3,; alternative 1, 2, 3, 4 I declare a pk war.

## V21-WN4 – visit material

**Peanuckle:** Pk, pk, 1, 2, 3, I declare a pk war. Bow, kiss, hug [?? not demonstrated]. No words at end here, just have to hold down thumb for 3 sec.

## V21-WN15 – visit material

**Peanuckle:** Aka thumb wrestling. Pk, pk, 1, 2, 3, or 1, 2, 3, 4, I declare a pk war 1, 2, 3, 4, the pk war is started. At end: pk, pk 1, 2, 3, holding thumb down. alt: 5, 6, 7, 8, let's start before it's too late. One girl from Taita knew sweep the floor (moving thumb from side to side) and flush the toilet (thumb straight up and down) but it wasn't clear to me how these were built in.

## P23

**Peanuckle:** Two people monkey grip with the same hands and you move your thumbs from side to side saying “Peanuckle, peanuckle 1-2-3, I declare a peanuckle war on thee” and then you touch and bow and then you try to hold the other person’s thumb down and say “Peanuckle, peanuckle 1-2-3.”

## K25 – visit material

**Peaknuckle:** '1, 2, 3, 4, I declare a peaknuckle war' Crooked fingers interlocked; on each syllable the thumb is moved from one side of the joint fists to the other. At the end of the incantation, each tries to capture the other's thumb with her own.

## Q26 – visit material

**Peaknuckle:** pk, pk, pk war; pk, pk, 1, 2, 3, at the end.

## O28-CH6 – visit material

**Peaknuckle:** 1, 2, 3, 4, I declare a pk war; 4, 3, 2, 1, pk war has begun.

## P28-CH16 – visit material

**Peaknuckle:** 1, 2, 3, 4, I declare a pk war; to win say pk, pk 1, 2, 3,, while holding down opponent's thumb. One boy said of this game 'it's quite gay'.

## K31-TM1 – visit material

**Peaknuckle:** 1, 2, 3, 4, I declare a peaknuckle war.

## H33 – visit material

**Peaknuckle:** Best demonstration yet, which makes sense of everything else I've heard: 1, 2, 3, 4, I declare a peaknuckle war: kiss (thumbs together), bow (thumbs bow to each other), attack. When a thumb is caught you have to hold it down while saying 'peaknuckle, peaknuckle, 1,2, 3'.

## C33 – visit material

**Peaknuckle:** 1, 2, 3, 4, I declare a peaknuckle war. OR Peaknuckle peaknuckle peanuckle war. OR peaknuckle peaknuckle 1, 2, 3, kiss (thumbs touch ball to ball) (and then begin to fight).

## B35 – visit material

**Peaknuckle:** pk pk pk 123 (outsider); 1, 2, 3, 4, I declare a pk war (local)

## I35-DN3 – visit material

**Peaknuckle:** 1, 2, 3, 4, I declare a peaknuckle war.

## D36 visit material

**Peaknuckle:** 1, 2, 3, 4 I declare a pk war.

## C37 – IV1

**The Priest of the Parish:** Sit in circle. Number off. The leader begins:  
The Priest of the parish has lost his thinking cap. Some say this and some say that, but I say number *n*, sir.  
Number *n*: Who, me, sir?  
Leader: Yes, you sir.  
Number *n*: Not me sir  
Leader: Then who, sir  
Number *n*: Number *m*, sir.  
The game goes on until someone stumbles. The leader begins again.

## Z14

**Queenie** (5 and up, mostly girls): Rules: One person stands with their back to two or more players. The others have a ball and have to hide the ball behind their backs while chanting a song. As soon as the song starts the front person turns round and has to guess who has the ball. Once they have guessed correctly, the person with the ball has a turn.

## b16 – HS1

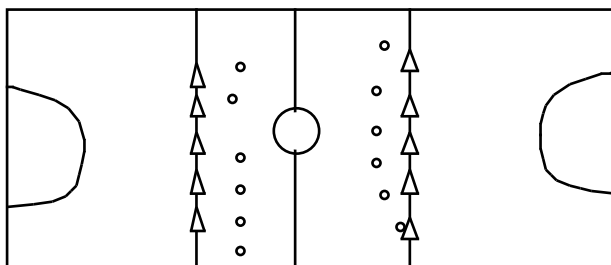
**Rabbits and Radishes:** “Get 10 cones. There are two teams. Put 5 cones on each side and the teams have got to steal the other team’s cones. If one team has got the 5 cones, yell out “Stop”. Then it is finished.”

“Two teams, [one] are rabbits, the other team is radishes. You try to tag them.”

“There are 5 cones on each side of the court and 2 houses group together on one side and on the other side. The aim of the game is not to let the other side”

“There are 5 cones on a line behind your team. You need even teams and you can tag the other team on your square.”

“You have 5 cones on each side and two teams. You steal the cones like this:



## T5 – WR2

**Sardines:** A lot of people is needed in this game.

One person is ‘it’. He/she goes out and hides while the others close their eyes and count to 100. When the others have counted to 100 they go out and try to find the first person. If someone has found the first person he/she quietly hides with the first person until the last person that have not found the first person is “it” in the next round.

It’s a good idea that the first person/the person “it” hides in a large space.”

## P23

Slaps

## Q26 – visit material

**Sleeping Dingo:** Have to stay absolutely motionless while ‘in’ wanders round and looks for signs of movement (even breathing and blinking here).

## V8 – AK30

**Spin the bottle:** A game where one person spins the bottle and if it lands on the opposite sex you kiss them.

P27

Spin the Bottle

R4

**Spotlight:** Spotlight is when you get a torch and turn off all the lights and give someone the torch and if the torch shines on you you have to hold the torch and try to get someone else to hold it.

P27

Spotlight

C37 – IV1

**Spotlight:** A night game, played at school camps, etc. Everyone hides. The person who is 'in' has a torch, shines it on the hiders and says "spot ya in". They change places.

R4

**Stink:** There's a dice with lots of numbers on it, and the first kid to get their numbers to the bottom of the page wins.

b16 – HS4

**Three sticks:** Is a game played with at least 5 or more people. One person is in and the others go hide. While the person in tries to protect 3 sticks from being broken by another player. When a person is caught by the person in, [he/she] has to try and beat the person back to the den (which is the 3 sticks). This goes on until all the people are caught.

W12

**Tic-tac-toe:** Tic-tac-toe, going up, going down, tic-tac-toe  
Actions for "Paper, rock, scissors" are made, whoever wins hides fingers behind neck and partner has to guess the number of fingers. If they get it wrong, the winner slaps the loser across the face three times while saying tic-tac-toe.

V8 – AK30

**Tin Can:** Where one person is chosen to walk in a circle and choose someone to hold hands with – has to be opposite sex. Game continues.

V8 – AK30

**Truth or Dare:** "When 1 person asks another to pick one of the above then you choose what to ask them to tell you or do."  
"Where someone gets to choose truth or dare. Then the person who chose them asks them either a truth question or to do a dare."  
"Players all sit in a circle and one person spins the bottle. Whoever the bottle lands on that person has to choose if they want to do truth or a dare. After they do what they have chosen, then they spin the bottle again."

P27

Truth, Dare, Promise

## D36

Truth, Dare, Promise

## C37 – IV1

**Winks:** In pairs, sit in circles. One partner standing behind the other. Some players have no one sitting in front of them. They steal someone else's partner by winking at them.

## X17

**1,2,3 Home:** "The last one to the wall is in. the person who is in covers their eyes and counts to 100. Everybody else goes and hides. When the person in is finished they look for the other people. The other people try to get back and the first person caught is in."

"One person counts while the other people hide. When the person has finished counting you can run and touch the wall but if the person gets you first, you are in."

"The last person to touch the wall is in. the person counting closes their eyes and counts to 100 while all the others hide. Then the person who is in looks for them. If you see someone you touch the wall and say 1-2-3 Home."

"The rules are we all run away except one person who shuts their eyes and counts to 100. Then they hunt for the people. If they find them, they run back to the wall that they counted on and yell 1-2-3 Home and the person's name. If the person who was hiding gets to the wall before the person who is in, they yell 1-2-3-Home and the person who is in's name. Some people call it Go Home, Stay Home."

"One person counts to 100 while everyone else hides. After the person has finished counting they go and find the others. When they see them, they run back and say 1-2-3- Home and who ever they saw. Whoever they see first is in after everybody is home."

"You get a person to count to 100 and then go and hide. When the person finishes counting they try to look for you and you have to get to the place where the other person was counting and say 1-2-3-Home before the person counting catches and finds you. Then if the counting person gets somebody they have to count."

1-2-3-Home is when one person is in and faces a wall then counts to 100 while everyone else goes and hides. Then the person goes to look for the people who are hiding, while the people who are hiding try and get home. If the person who is in says 1-2-3-Home whoever they caught. And the person trying to get home says 1-2-3-Home and the person's name."

## I35-DN3

**Zombies**

## C37 – IV1

**21:** In a circle everyone counts around to 21. The person who calls 21 is out. Variations: use x tables and count, e.g. in 2's, 3's, 4's, 5's, etc. Set the highest number before beginning again, or go on counting in multiples until someone stumbles. For extra challenge, play 'no hesitation'.



## **Nameless Traditions**

T5-WR2

If fart, say *mullet* or get punched until you name five fish.

If burp say *cereal* or *doorknob*, otherwise get pinched until name five breakfast cereals or until reach a doorknob.

(These reported from Akl, but mullet recognised locally.)

If you hear a train, you have to get your legs off the ground and keep them off until you can't hear it any longer: -- year 7s only. Child's mother knew it when she was at school 17+ years ago.

If you say 'look there's a snake' and you look you get ?pinched.