

Hide-and-seek, or hide-and-go-seek

- It is a popular children's game in which any number of players (ideally at least three) conceal themselves in a set environment, to be found by one or more seekers.
- The game is played by one player chosen (designated as being "it") closing their eyes and counting to a predetermined number while the other players hide. For example, count to 100 in units of 5 or count to 20, one two three and keep counting up till it reaches twenty.
- After reaching this number, the player who is "it" calls "**Ready or not, here I come!**" and then attempts to locate all concealed players.



base, that person becomes "it."

- The game can end in one of several ways. In the most common variation of the game, the player chosen as "it" locates all players as the players are not allowed to move; the player found last is the winner and is chosen to be "it" in the next game.
- Another common variation has the seeker counting at "home base"; the hiders can either remain hidden or they can come out of hiding to race to home base; once they touch it, they are "safe" and cannot be tagged.

But if the seeker tags another player before reaching home

Sack Race

Sack race are popular picnic past times. The original game used burlap feed sacks. Alternatively, large pillowcases work well.

The team members must stand in the sack and hop down to a designated place, turn around, and hop back to their team's line. The first team to get all the players to complete the race wins.



shutterstock.com • 58143985

Three-Legged Race



- Divide your teams into pairs of players who are about the same height.
- Have the pairs stand side by side and use a piece of cloth or scarf to tie adjacent legs together.
- Each pair of players runs to a designated point and back again, and tags the next pair.
- If a pair of players falls down, they must get up while their legs remained joined.
- The first team with all their pairs completing the race first wins.