

play
day

GAME

DUCK DUCK GOOSE!



Play
matters

A recent UNICEF report found that British and American youth are the unhappiest children in the developed world, most likely due to the decline over the last 15 years in outdoor, unstructured play.

Take
action

Support unstructured playtime for kids! Visit kaboom.org for new ideas and ways to support free, unstructured play.

INSTRUCTIONS:

Number of Participants:
8+ people, age 5+

Materials:
None

Steps:

Have all the children sit in a circle facing each other.

Designate one child as "It" and have that player skip or walk around the circle. The player skipping around the circle should gently tap each player's head and yell either "Duck" or "Goose."

Once one player is designated as "Goose," he or she has to jump up and try to tag "It" by chasing that player around the circle.

The goal of the game is for "It" to quickly sit down in "Goose's" spot before getting tagged. If the "Goose" doesn't catch "It" before that player sits in the open spot around the circle, then that player becomes "It" for the next round.

If the "Goose" tags "It," then the person tagged has to sit in the center of the circle until another person is tagged and he or she is replaced and the "Goose" becomes "It" for the next round.

