



## AN OLD SCHOOL KIDS' GAME TO KEEP THEM OCCUPIED

**Number of players:** 4 or more

**Recommended Age:** 4+ years

**Equipment needed:** None

### To play:

Sit the everyone in a circle, facing inwards.

One person is chosen to be '**IT**'

**IT** walks around the circle, gently tapping each other player in turn on the head or shoulder, naming each player as a 'Duck.' When ready, **IT** chooses one player **ONLY** to be the 'Goose' – tapping that player on the head (or shoulder) and saying, 'Goose.'

The player selected as Goose stands up and chases **IT** around the circle, trying to tag her before she gets all the way around the circle to sit back in the spot where Goose was originally sitting.

If the Goose is not able to tag **IT**, then Goose becomes **IT** and the game continues as per the previous steps.

If the Goose does tag **IT**, the tagged player sits in the centre of the circle and Goose becomes **IT** for the next round. The player remains in the middle of the circle until the next time a Goose is tagged to replace them.

