

Primary French Playground/ Traditional Games

The games below could be used with a variety of language & adapted as necessary to cover language being covered in class. Most games can be played inside/outside. They can be extended with written words & phrases/sentences.

Sources: Powerlanguage Schools, Online Devon Primary Languages - Playground Games, Authentic games - Jack Hunt School & Playground Games Baron Court Primary.

[Example Resources](#) - This is a selection of a few key games. There are more available on the [Highland Languages Sharepoint site](#) for HC staff in planners & responsive resources in Powerlanguage Schools. There are some photos and videos [here](#) of classroom examples - available for Highland Council staff via their Google account.

Greetings

Bonjour, salut, bonne chance - Hello, Hi, Good luck

- Children sit/stand in a circle
- The child who is 'on' circles clockwise, patting all children s/he passes (gently) on the shoulder and saying 'bonjour'.
- The child chooses when to change the getting to 'salut' and on saying this, turns and races in the opposite direction round the circle, whilst the child who has been greeted with 'salut' races round the circle in a clockwise direction.
- When they meet at the 'crossover' they just stop, shake hands and say 'bonne chance' to each other before continuing.
- The first one back to the vacant space stays in the circle and the other continues the game.

Duck Duck Goose - Tomate tomate ketchup

- Pupils sit in a circle. One pupil goes round the circle and gently taps each pupil on the head saying bonjour, bonjour etc until he/she decides to say au revoir. The pupil who is tapped with au revoir has to chase the other pupil back to the empty place. If the 1st pupil makes it back, they join in and the other pupil takes over. If not, the 1st person continues.
- This game could be played with any words as long as the teacher and pupils know what words have been chosen eg. Bonjour bonjour au revoir or bleu, bleu, rouge.

French instructions

Faites un cercle - Make a circle

Asseyez-vous - Sit down

Une personne fait le tour du cercle - One person goes around the circle.

Il / elle tappe doucement sur la tête de chaque personne et dit bonjour - He / she gently taps each person's head and says hello.

Quand il / elle dit au revoir la personne choisie doit toucher l'autre personne pour retrouver sa place - When he / she says goodbye, the person has to chase the other person back to his / her place.

Si le chasseur n'arrive pas à toucher l'autre personne il/elle devient le meneur du jeu - if the person chasing doesn't catch the 1st person, he/she becomes the caller

Colours

Blue - White - Red - Bleu-Blanc-Rouge

- This needs to be played in a large area, e.g. hall, or outside. Agree a start and finish line. All the children stand at the starting point. The aim of the game is to be the first person to get to the finishing line.
- The caller has three commands:
Bleu = run
Blanc = walk
Rouge = stop
- If the command is Rouge (stop) the caller checks to see if anyone is moving. Anyone who is still moving has to return to the starting point.

Araignée Noire - Black Spider

- 1 child is chosen and all the others bunch closely around him / her (so close they could even touch his/her arm).
- That child then starts reciting 'Araignée rouge, araignée bleu' etc though different colours.
- When he/she decides to say 'Araignée noire' all the other children must scatter quickly to avoid being caught.
- Those that are tagged must stand still, legs apart and arms stretched out. They can be released by someone else, not yet caught who must either crawl between the legs or duck under the arms.
- Remember the cries of 'Allez' and 'Ici' + name
- With a larger group you could have more children 'on' who take it in turns to do the opening recitation.

Une chasse au trésor (A treasure hunt)

- Good for single words. You can either hide items / cards or simply have a laminated piece of card with images.
- Pupils have to try to find the items. Once found, they can tick them off or stick them on (with blue tack / double sided tape).
- Variation: Send a child out of the room. Hide the item or flashcard. Child returns and class chants the word / phrase getting louder the nearer the seeker moves to the hidden object and quieter the farther away s/he is. Seeker must find it!

French instructions

Regardez les images - Look at the pictures

Trouvez les choses - Find the things.

Passez Pompons

- Two players choose a colour (or another piece of vocabulary). They then make an arched doorway holding hands aloft. The other players pass under and sing the song (see below). On 'Le clef' the door closes imprisoning a child inside. The captive chooses a colour then stands on that side of the doorway. At the end of the game the two sides try to draw the other into their own territory. The longest line is likely to prove the strongest!
- <http://singinggamesforchildren.com/A%20Cluster%202.3%20Hopla/1-7%20un,%20deux,%20trois%20v1.htm>

Numbers

1-2-3 Soleil (1-2-3 Sun)

- Pupils stand in a line facing outwards (as if starting a race).
- 1 pupil is chosen to be the caller. This pupil moves to a spot in-front of the other pupils (about 10 large paces away). This pupil is turned away from the other pupils and says 1 - 2 - 3 soleil and then turns around.
- The other pupils try to run / move forward before the pupil says 'soleil'. The aim is to reach him / her before he turns around. They have to be still once the caller turns around. If someone is caught moving when the caller turns around, he / she is normally out.
- The game is repeated till one pupil touches the caller on the back. Then they swap places. The game can continue as long as is desired.
- Extension - Numbers 1-10 could be used.
- Extension - pupils can be told to be different animals and move forward like this animal / making animal sounds. Further extension - The caller can try to guess the animal.

French instructions

Les élèves

Faites une ligne - Make a line

Attendez -Wait

Le meneur du jeu - the caller

Une personne vient ici / avec moi - One person comes here / with me

Tourne toi - turn around.

Tu dis un, deux, trois, soleil et tu te retournes - You say 1, 2, 3, sun and you turn around

On y va - Let's start / go

Un, deux, trois, soleil - 1, 2, 3, - sun

Les élèves

Marchez à la personne jusqu'à la personne - Walk / run to the person

Félicitations. C'est à toi - Congratulations. It's your turn.

Longer instructions

Un enfant est désigné comme le meneur du jeu et dit un deux trois soleil - a child is chosen as the caller and says 1-2-3 sun.

Les autres enfants doivent essayer de toucher le meneur du jeu avant qu'il retourne / dit un deux trois soleil - the other children have to try to touch the caller before he turns around / says 1-2-3- sun.

Quand le meneur du jeu se retourne tous les autres doivent s'immobiliser / s'arrêter et ne plus bouger - when the caller turns around, all the other pupils have to stay still/stop and can't move.

Si un enfant bouge il retourne à la ligne du départ - if a child moves, he goes back to the starting line.

<https://www.youtube.com/watch?v=-VxGP1m7T1A> Tchoupi plays 1-2-3 Soleil with his friends (1st 30 sec)

La Marelle (Hopscotch) On joue à la marelle.

Pupils start from *la terre* (earth). They take it in turns to throw a stone, aiming for the numbers in sequence. If they miss a number, they lose their turn. If they touch a line, they have to start again. They must not land in *l'enfer* (hell). The first child to reach *le ciel* (sky) is the winner.

1 oie, 2 oies etc - 1 goose, 2 geese etc

This is a counting out / choosing rhyme. It goes:

Une oie - deux oies - trois oies - quatre oies - cinq oies - six oies - sept oies - (*sept oies* is pronounced like *c'est toi* - it's you)

<http://www.mamalisa.com/?t=es&p=3451> - Lyrics in French & English & MP3.

Pêcheurs & poissons (Fishermen & Fishes)

- Divide the pupils into 2 groups - one larger and one smaller. The larger group is the fishermen, and the other the fish. The fishermen huddle together and quietly decide on a topic eg. numbers and a particular word

eg. 5, whilst the fish wait far away. The fishermen make a circle and join hands and keep them raised up high. The fish then come towards the circle and start to swim in and out of the circle. The fishermen start to chant and when the fishermen get to their chosen word, they bring their arms down to catch the fish. Any fish caught become fishermen. The game starts again with a new word chosen. It continues until all the fish are fishermen. This game works well with any words that are in a consecutive order eg. numbers, days of the week, months, seasons, words of a song.

French instructions.

Les pêcheurs - fishermen

Les poissons - fish

Les pêcheurs: Faites un cercle - Fishermen: Make a circle

Choisissez un mot / un numéro (doucement) - Choose a word / number (quietly)

Les poissons: Sortez et rentrez dans le cercle - Fish: Swim in the circle

Les pêcheurs: Commencez à dire les mots - Fishermen: Start to say the words.

Quand le mot choisi est dit par les pêcheurs les pêcheurs baissent leurs bras, et les poissons restés à l'intérieur sont attrapés et deviennent les pêcheurs - When the fishermen say the chosen word, the fishermen lower their arms and the fish who are caught inside the circle become fishermen.

Vous êtes attrapés - You're caught.

Vous devenez des pêcheurs - You become fishermen.

On recommence. Choisissez un mot.....- Let's start again. Choose a word.

Le Béret (the beret)

- Pupils make 2 lines facing one another about 2 arm lengths apart.
- Each pupil in each line is given a word on a particular theme - it could be a number, colour etc. There should be 2 pupils with the same word.
- You call out a word and the pupils with that word have to go the middle and pick up either a 'beret/hat'. The first one there is the winner.
- Best with P3+

French instructions

Faites deux lignes - Make 2 lines.

Je donne à chaque personne un mot - I am giving each person a word.

Quand je dis votre mot, vous devez prendre le beret en premier - When I say your word, you have to pick up the beret first.

Ecoutez - Listen

Fruit Salad - la salade de fruits

- Pupils sit (on chairs)/stand in a circle. Each pupil is given a word eg. A colour/ fruit / animal. You call out a word. The pupils with that word have to change places. When you say fruit salad / zoo everyone changes places.
- Extension - you can also give a statement..eg. if you like bananas.....
- Extension - take away one chair. The person left standing becomes the caller. Or if not using chairs, the person who is the last one to find a spot in the circle becomes the caller.
- Best with P4+

French instructions.

Faites un cercle - Make a circle

Asseyez-vous - Sit down

Changez de places - Change places

Je donne un mot à chaque personne - I am giving each person a word

Quand je dis votre mot vous devez changer de places - When I say your word you have to change places with that person.

Quand je dis la salade de fruits, tout le monde doit changer de places - When I say fruit salad, everyone has to change places.

C'est à toi maintenant de dire les mots - it's your turn to call the words.

Calendar

Days of the Week

Le facteur (The postman)

- The learners sit in circle, 1 learner walks round the outside of circle carrying a letter while the others sing Le facteur song:

Le facteur n'est pas passé, il ne passera jamais, lundi, mardi, mercredi, jeudi, vendredi, samedi, dimanche

- The facteur carrying the letter drops it behind another learner who picks up the letter and chases the facteur. If the facteur is caught, they must sit in the middle of the circle until another facteur takes their place. If they are not caught, they take the place in the circle of the person chasing them.
- As the story goes, "the postie hasn't been, he will ever come by, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday." The children are encouraged to cheer in French: « Aller ! » or « allez ! » for "come on!" « Vite ! » for "quick!" « Dépêche-toi ! » for "hurry up!"

Months - Chinese Ladders

Learners find a partner. They sit on the floor in a line facing their partner with their legs out straight in-front of them so their feet are touching their

partner's feet. Give each pair a month from 1+. The teacher calls out a month and the pair with that word run/hop over the legs of everyone down the middle of the line, and then round the outside / behind everyone to come all the way up to the top of the line, and then back down the middle to where they started and sit back down. The 1st person back wins a point for his / her team. The game continues. Any type of vocabulary can be used eg. food / sports etc. Variation - the teacher can tell a story and when months are mentioned pairs have to do the above.

Animals

Il est quelle heure M le Loup? What time is it Mr Wolf?

Decide on a start line and a finish line. One child is the wolf and stands on the Finish line. The remaining children stand on the Start line. They call out:

"Il est quelle heure monsieur le loup?" (What's the time Mr Wolf?) The wolf gives a reply between 1 and 11 o'clock. The remaining children walk forward according to the time given, e.g. for 3 o'clock they walk forward 3 paces.

When the wolf replies: *"Il est l'heure de vous mangez!"* (It is time to eat you!) the other children run and try to avoid being tagged. The first one to be tagged becomes the new wolf. If a child reaches the Finishing line before the wolf has said *"Il est l'heure de vous mangez!"*, they then become the new wolf.

Pauvre petit chat malade - Poor little ill cat

- Use a counting out rhyme to decide who is it. All the other children sit in a circle.
- The child who is it is the cat. As the cat, the child prowls around the circle as a cat and stops at one child. This child then strokes the cat and says 3 times: *"Pauvre petit chat malade"* Whilst being stroked as the cat, the cat continues to act cat-like to try and make the other child laugh. If this child laughs, s/he becomes the cat. If the child does not laugh, the cat moves on until they make a child laugh.

Les loups et les moutons - Wolves and sheep

- The playground is divided into 3 sections. 3 wolves stand in the middle section *la forêt des loups* (wolves' forest). The other children are sheep and stand in one of the end sections *le pré* (meadow).

- When a signal is given, the sheep have to run across to *la bergerie* (sheepfold) without being caught by the wolves. Any sheep caught is out.
- When only 3 sheep are left, the game is over and they become the wolves in the next game.

Jeu de l'épervier (Sparrowhawk game / It)

- One child is l'épervier and stands in the middle of the playground. The other children stand at one end.
- When the sparrowhawk calls out **j'arrive**, the other children have to run across the playground without being caught.
- If the sparrowhawk catches them, he calls out **attrape** and they become sparrowhawks too.

Sculptures

- Children are in pairs. One child is the sculptor and the other is the sculpted. The sculptors have to sculpt their partner into a given sculpture. The sculpted have to allow themselves to be shaped into the sculpture. A caller gives the theme for the sculpture and each sculptor sculpts a statue at the same time.
- They have a time limit to complete the sculpture. At the end of the time allocated the caller (or panel of sculptors) decide which sculpture is the best.

Chat perché – the perching cat

- A game to play inside or outside. Agree the limits of the play area which should include objects that children can sit on or stand on safely, e.g. benches, seats, mats.
- Decide who is 'it'. This will be the chaser. The other children are being chased.
- The children have to move around from 'perch' to 'perch'. When they move the chaser has to try to tag a child. If they do, that child becomes the chaser. If not they continue chasing until they tag someone. The chaser cannot stand in front of a child waiting for them to move. The children being chased cannot perch continually.