



EPS et LVE

I) Fishes and fishermen

Form 2 groups of equal number. One group consists of fishermen, the other consists of fishes. At the beginning of the game the fishermen will gather together and decide on a number between 1 and 20. Then the fishermen will form a circle with joined hands held high so that the fishes can pass under their arms.

As the fishermen begin to count out loud together, the fishes begin to weave in and out of the circle formed by the fishermen. When the fishermen reach the number they have decided on, they will lower their arms quickly to trap any fishes caught in the circle. Then there will be a big feast on the fishes that were caught.

(Jeu le filet des pêcheurs : des élèves font une ronde en levant les bras après avoir décidé secrètement du moment où ils les baisseront (soit un nombre donné au cours d'une énumération, soit une parole d'un chant, d'une comptine ou d'une poésie). Les autres élèves entrent et sortent de la ronde, au moment convenu, la ronde baisse les bras, les élèves pris à l'intérieur se joignent à la ronde et on recommence jusqu'à ce qu'il ne reste plus qu'un poisson, c'est le gagnant.)

II) "Steal the bacon"

You have 2 teams of 12 persons facing each other at opposite sides. There is a cap in the middle. Each person on a team has a name of a different fruit (or whatever) but one person on each team has the same fruit name as a person on the other team. When they hear the name of the fruit they have, they have to go to the middle and pick up the cap and bring it back to their team before the person from the opposing team can do so. Each time a player succeeds in doing that, he/she scores one point for his/her team. The team with the most points wins.

(Jeu du béret où on donne un mot à chaque enfant du champ lexical travaillé.)

III) Please Mr Crocodile, Can I cross your river?

Symbolize a river with 2 lines and designate a pupil who will be the crocodile, the pupils staying on the bank ask: "Please M. Crocodile, can we cross your river?" and M. Crocodile answers: "Only if you're wearing something blue/ a red skirt / if you got blue eyes, etc....", the concerned pupils go one step forward, the first to cross the river becomes M. Crocodile.

(Symbolisez une rivière par 2 traits et désignez un enfant qui sera M. Crocodile, les enfants sur la berge demandent : « Please Mr Crocodile, can we cross your river ? » et M. Crocodile répond « Only if you're wearing something blue/ a red skirt / if you got blue eyes, etc... », les élèves concernés avancent d'un pas, le premier à traverser la rivière devient Mr Crocodile.)

IV) What's the time mister Wolf?

One pupil is the wolf and is staying back to the others about 5 meters away from them. The group shout: "What's the time mister Wolf? " and the wolf turns back and shout for example: "10 o'clock!". The group goes 10 steps forward in direction of the wolf. Announced hour = number of steps. The wolf turns again his back to the group and turns only when he gives the answer. When the group is coming close to him and is asking him: "What's the time Mr. Wolf?" the wolf shouts: "It's DINNER TIME!" and chases the pupils who try to join the departure line without being caught. The caught pupil becomes the wolf.

(1, 2, 3, soleil ! Un joueur est le loup et se tient retourné à environ 5 mètres des autres. Le groupe crie : " What's the time mister Wolf ? " et le loup se retourne et crie l'heure. Ex: 10 o'clock. Le groupe fait alors 10 pas en direction du loup. Heure annoncée = nombre de pas. Le loup tourne de nouveau le dos au groupe et ne se retourne que quand il donne la réponse. Quand le groupe se rapproche et qu'il crie "What's the time Mr. Wolf ?" le loup dit "It's DINNER TIME !" et pourchasse les membres du groupe qui essayent de rejoindre la ligne de départ sans se faire attraper. L'élève attrapé devient loup à son tour.)

III) Duck, duck, goose

All the players form a circle and sit down in their places. One person is "It". She/he walks around the outside of the circle. As she/he passes the rest of the players, she/he taps each of their heads and says "Duck" each time she/he does. The person who's "It" continues to go around the circle saying "Duck" until she/he decides to tap someone and say "Goose!" This person has to chase "It" as she/he runs back to her/his place in the circle. If "It" reaches her/his place before she/he gets tagged, the person chasing her/him becomes "it". The new "It" goes around the circle tapping people's heads and saying "duck" just the same as in the first round. He will call someone "goose" and be chased back to his place in the circle. If he is tagged, he must be "It" once more and the person chasing returns to his place in the circle.

(Ce jeu ressemble beaucoup au « facteur n'est pas passé», au lieu de mettre un mouchoir derrière l'enfant qui devra se lever et courir après le facteur, l'élève pose sa main sur chaque tête en disant "duck", à un moment il décide de dire "goose" et là, l'enfant en question se lève et essaye d'attraper celui qui l'a touché en disant "goose")

IV) Hot potato

Everyone stands in a circle. The ball is passed around the circle from player to player quite slowly at first. One person calls out "Hot Potato" and counts down from 10 to 1. The ball becomes a hot potato that no one wants to hold and gets passed around faster and faster. The person who is left holding the ball when the counter reaches 1 then has to go down on one knee. This happens all over again. Whoever ends up with the hot potato must go down on one knee. If a player is left holding the hot potato a second time, he must go down on two knees. If a player catches the hot potato a third time, he's out. As the game goes on, he'll be joined by another player, and another, and more and more players until eventually there will be just two players left in the game. The ball is passed back and forth between them until one of the players who's out calls "Hot Potato" and counts down from 10 to 1. The last person left with the potato on the count of 1 loses. The other player wins!