

HOT AND COLD

Hide a small object. As your child looks for it, give them hints. The closer they are to finding it, tell them they are getting "hot", as they move farther away, tell them they are getting "cold". After they find it, let them take a turn hiding and giving hints.

FOLLOW THE LEADER

One person is the leader and moves around the house and or yard. The other participants do what the leader is doing. Take turns being the leader.

OLD SCHOOL GAMES

You can look up old-time games like "Fox & Goose" and try to recreate them at home. If it's a winter game, can you figure out how to revise it to play in summer. If it's a summer game, can you make it work in winter?

SIMON SAYS

Choose someone to be "it". This person will direct the rest of the group in various activities. If they say Simon Says, the group does the activity. If they don't say Simon Says, the group doesn't follow. If they do follow when Simon Says is not said, they are out. Last person standing wins.

DEFY GRAVITY

Blow up a balloon, and toss it back and forth. Don't let it touch the ground!

GET OUTSIDE

Take indoor games outdoors like "Twister" or life-size "Chess" or "Sorry."

COLORS

Practice colors: gather different colors of construction paper, and tape them to the floor. Call out the color names, and have your child stand on the appropriate piece of paper. You could also write letters or numbers on the paper, and have the child practice number / letter recognition as well.

MUSICAL CHAIRS

Play musical chairs. Put on your favorite piece of music and have one grown-up run the music station. Whoever is left standing can run the music station for the next round.

ZOO GAME

Think of an animal and give your child hints to guess which animal you're thinking about. "I'm thinking of an animal...that's black and white. It has four legs and a tail. And it has stripes." - A zebra!

DUCK DUCK GOOSE

Sit in a circle. One person is "it". The person who is "it" walks around the circle tapping each player on the head and saying duck until they choose one to be goose. Once they call someone goose, the goose chases the "it" person around the circle to tag them before the "it" person sits in the goose's empty spot. If they are tagged, they are "it" again. If they get to the spot, the goose becomes "it."