



## **G**AMES WITH CLOTHES PEGS

Image Source: L. Pollard

Who needs fancy games equipment when everything you need to have a great time can be found in your very own laundry basket?! Here are a few of our favourites if you fancy a peg-tastic games session:

## **PEG TAG**

Because a classic is a classic for a reason! There are a couple of different ways you can play this (Note that both versions are **non-contact**!):

Peg the same number of clothes pegs to the backs of the shirts of everyone playing. How many depends on the age and ability of players, and how may pegs you have! 3 each is a good number to start with.
Set the boundaries and then let the players loose! The aim is to steal the tags off other players shirts.
Once a player has no more tags on their shirt, they are out. The winner is the person who finishes the game with the highest number of pegs collected.
This variation is that rather than starting with the pegs on their shirts, players are given the same number of pegs to start with in their hands. The aim in this version is for them to attach their pegs to other players clothes while hopefully gaining none themselves. The game ends when everyone has attached all their pegs. The winner is the player who finishes the game with the <b>least</b> number of pegs attached to them.
An additional challenge with the second version could be that once a player has attached all their pegs to players, they can then take one peg at a time from a player and attach it to a different person. Impose a time limit if playing this way (or not if you want the game to just keep going and going)

## **SNEAKY SAUSAGE**

Kind of follows on from Peg Tag, but in a much more subtle way!

The aim of this game sounds super simple – to attach pegs to people in your house. However, the trick is to do it <b>without them noticing</b> !
A way to keep track of who attached the pegs is to assign each player a colour of peg, or is using wooden ones, write the name or initial of players on it.
Start by setting a time limit – an hour, the afternoon or the whole day if you're feeling adventurous!
At any point in the time limit, players can attach their pegs to other players. If the player the peg is being attached to does not notice it immediately, the player who attached it scores a point. If the peg is noticed later, it can be removed but the point still stands.

 $\hfill\Box$  Have a score sheet going to keep track of how everyone is doing.

 $\square$  Who will end up with the most pegs attached to them before they notice?!





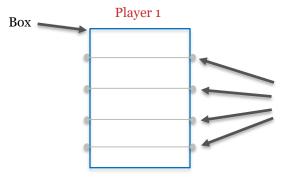


**BOX FOOTY** 

Image Source: L. Pollard This one requires a few more items, 2 players and a bit of crafting. You'll need: 10 pegs (5 each of two different colours), a small box (a shoebox is perfect), string, scissors and a ping pong ball (if you haven't got one, screw up some tinfoil to make a small, lightweight ball).

 $\square$  Remove the lid from your box – you won't need it.

- ☐ Put 4 small holes down both of the long sides of your box near the top. You will want the holes on both sides to be in line with each other.
- ☐ Thread a piece of string through the hole on one side, through the inside of the box and out the opposite hole. Tie it off so that the string is taught across the box. Do this for all 4 pairs of holes so that your box looks like this from the top:



4 holes down each side with string thread through to the hole on the opposite side and tied off at each end

Player 2

- □ Players take their position at each end of the box. Their playing strings are the two closest to them. They can arrange their 5 peg players in whatever configuration they would like. Some people like 2-3, others like 3-2, some go for 4-1 even.
- ☐ When attaching pegs to strings, the pegs should be able to swing freely around the string.
- □ Decide if you want the whole of the back of the box to be the goal, or if you would like to draw goals at either ends. Or cut rectangular/square goal holes out of each end (Don't cut the top of the box though or you will make the box quite unstable).
- ☐ Place the ball in the middle of the box and announce kick off!
- ☐ Players spin their peg team to "kick" the ball to try score a goal in the opposite players side.
- □ Play for a set time, swap sides to make it more authentic or play First To \_\_\_\_\_. Other versions include playing HORSE (If you score a goal, the other player gets the first letter, so H. Next time you score, they get an O etc).







Image Source: L. Pollard

## LONG JUMP

Another super simple game guaranteed to keep everyone amused!

	All you need is one peg per player. We find that wooden pegs work best for this game, but failing that, the wider the better.
	Set the pegs up along a line so that the end that usually clamps onto your washing line is closest to the starting line, and the end you normally squeeze is closer the players. The peg needs to be positioned so that players can push down on the top of the squeezy end and the peg will open.
	1 player at a time, push down on the top of each peg, then slide your finger off it while it is still open – this should make it leap forwards.
	Have a couple of practice rounds before going into a competition to see who can jump their peg the furthest!
	Alternatively, why not see which peg can jump the highest? Try a series of obstacles for your pegs to try jump onto or over, getting increasingly taller each time.
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