



920-989-3130

**FARM Games Guide**  
**Mulberry Lane Farm**  
[www.MulberryLaneFarmWI.com](http://www.MulberryLaneFarmWI.com)

**Note:** MLF has 4 gunnysacks available to use for the relay race. If you contact us in advance we can have hard boiled eggs prepared for the egg toss. (The children will think they are raw, breakable eggs fresh from our chicken coop.) All other supplies needed for your selected games will need to be brought from school so you will want to have in mind which games you may be playing.

### **Gunnysack Races**

Form 4 lines (or as many lines needed for your group size) at one end of play area. At the far end run a long rope or place cones to designate the finish line. The first person in each line puts both feet into the gunnysack. When whistle is blown or starter shouts "GO" they must hop down to the rope or cones, turn around, and hop back to the start line. The next person in line takes over the gunnysack and does the same until everyone in the line has completed their turn. The first line to complete the race are the winners.

### **Gunnysack Race by 2's**

Played the same as above only played by 2's. After completing the above race form the same 4 lines. Once formed have the first two lines move next to each other and the next two lines move together (side by side). You now have two teams. The first two of each line places their inside foot inside the gunnysack. Now together they must work as a team to get to the far end, turn around, and return to the starting line. Then the next two in line does the same until all in line have completed their turn.

### **Animal Tag**

Place a different farm animal sticker or cutout pinned on the arm of each student where it can be seen. Select one student to be "it." The remaining students stand in a circle around the student who is it, who calls out the names of two farm animals. The student with those animals on their sleeves must quickly leave their homes in the circle and try to trade places with each other. The student who is "it" tries to get to one of their homes first. The student left without a home starts the next round as "it".

### **Who Am I?**

Place a different sticker, cutout or name of a farm animal or farm item on the back of each student. (chicken, cow, cat, turkey...truck, tractor, plow, bale of hay, ear of corn etc.) While students mingle around they are to look at the backs of their classmates so they know what farm animal or farm item that classmate needs to guess. The classmate must guess what farm animal or farm item they have on their back by asking yes, no or maybe/could be questions.

They can only ask **one** question at a time per student. Then they must move on to another student. This is a great way for all students to mingle with everyone.

Question samples: Picture or word "tractor" is on their back. Questions may be; Am I a farm animal? No must move on to another student  
Am I big? Yes...must move on to another student  
Am I used to feed animals? Could be. move on  
Am I red? Could be. move on  
Am I used in the field? Yes. Move on  
Etc.

Once the student guesses correctly **Who They Are** the sticker is removed from their back. They can remain in the group answering questions. Game continues until all have guessed **Who They Are**.

For smaller students you can play this game in small teams. Assign one chaperone for each team to help the students play the game.

### **Relay Races**

You can use your imagination on this. Some suggestions...You can use bird feathers found on the farm balanced on spoons (very difficult because feathers are so light), chicken eggs balanced on spoons (not as difficult but can get messy unless the eggs are hardboiled), or simply use small plastic farm animals brought from home/school.

Form equal lines at one end of play area and form equal number of lines at opposite end of play area. The starters run to the far end and hand off their object from one spoon to the next. (can't use hands to transfer item) The new holder runs to the opposite line and hands off their object. This continues until the last person has run their round. Be sure to enforce that hands can not be used to hold object on the spoon. Note: hardboiled eggs can be used in place of fresh eggs.

### **Chicken Egg Toss**

Raw eggs can be used but it is suggested to have hard boiled eggs on hand. However, allow the students to believe that the eggs are fresh to add excitement to the toss. (Much like the balloon toss' fear of getting wet when the balloon/egg breaks)

Form two parallel lines. Have the students in line A identify who their partner is in line B. This is who they will be tossing their eggs back and forth to. Bring both lines together, about arms length apart. Line A tosses the egg to their Line B partner. Both lines take one step backward. Line B tosses the egg to their Line A partner. Both lines take one step backward. Line A tosses the egg to their Line B partner...this cycle continues with teams dropping out when one of the two partners dropped the egg when it has been tossed to them. The last team left standing wins.

### **Cow Pie Toss**

Boys especially enjoy playing this game but it takes a little prep-work making the Cow Pies. Depending on how you elect to make your cow pies, you can make them in advance as a class art project or a class home economics' project. Some suggestions would be in art class making clay cow pies or in home economics making brownies and cutting them out in cow pie shapes instead of the traditional square shapes. Another suggestion is slightly melting marshmallows in the microwave just a second or two, just enough to make them pliable. Form cow pies and place on wax paper to harden. You can even place sprigs of grass or hay in the soft marshmallows to make a truly real looking cow pie. Once they harden (usually within a day) paint or spray them brown.

Now that you have your cow pies follow the Chicken Egg Toss rules.

### **Farmer's Truck**

Form 4 lines with equal number of students. This game is played much like the old fashioned telephone game. The first student begins with saying to the student second student in line, "Farmer's Truck going to market has in it \_\_\_\_\_," stating one item. The second student repeats, "Farmer's Truck going to market has in it \_\_\_\_\_ (student 1's item) and \_\_\_\_\_ (a new item). The 3<sup>rd</sup> student in line repeats, "Farmer's Truck going to market has in it, \_\_\_\_\_ (student 1's item), \_\_\_\_\_ (student 2's item), \_\_\_\_\_ (a new item). This cycle continues until the last person in line receives the last message.

The last student in line then steps forward and repeats, "Farmer's Truck has arrived at market and in it he has \_\_\_\_\_." Whiling listing all the items, the student's who item is mentioned, steps backward out of line. The object is to recall as many items in the truck as possible. The team with the fewest students left in the line wins.

### **Wheel Barrel Races**

Have students pick a partner and form 4 lines. For the first round, partner A becomes the barrel and partner B becomes the barrel pusher. Student A places their hands on the ground and student B picks up student A's feet off the ground. When teacher shouts "Push" Student A runs with their arms while Student B holding "A's" feet runs forward to the finish line. The first team to arrive at the finish line wins. Repeat with the next 4 teams (partners) in line. The winner of each round repeats the race until all teams have been eliminated. The last 4 teams (partners) participate in the last round. The winner of the last round wins.

### **Farmer in the Dell**

Participants (probably 15 or more) stand in a circle.

One person is chosen as the Farmer and stands in the middle. (A red bandana can be placed around their neck to indicate they are the farmer)

Everyone sings,

"The farmer in the dell,

the farmer in the dell;

Heigh ho, the Derry-oh the farmer in the dell"

and walk around in the circle.

The next verse is

"The farmer takes a wife . . .,"

which is sung as the first person chooses another person from the circle to come to the inside.

The next verse is

"The wife takes a child . . .," when the second person inside the circle chooses a third person to be the child. This continues with

"The child takes a dog . . .,"

"The dog takes a cat . . .,"

"The cat takes a rat . . .," and

"The rat takes the cheese ..."

The final verse is

"The cheese stands alone . . .,"

-when all people on the inside of the circle go back to the outer edge of the circle and sing as the last person chosen "stands alone" in the circle.

**Hot Potato (or Scrambled Egg)** suggest boiled egg but children believe it is a raw breakable egg

Everybody stands in a circle

Pass a beanbag (or large potato or boiled egg) around circle to music

When music stops person holding beanbag/potato is out

Pretend the beanbag is a very very very HOT POTATO (or Scrambled Egg)

Note: If playing outside where music isn't available this can still be played simply by the teacher shouting "Toss" to begin students tossing the potato/egg. When teacher shouts, "Hot Potato" the student left holding the potato steps out of the circle. Continue the cycle until two are left tossing potato back and forth. Last one holding the Hot Potato is the winner.

Suggestion: Teacher should be facing away from the circle, or be blindfolded in the center of the circle, so the students don't feel the teacher is playing favorites when shouting "Hot Potato."

### **Swinging Barn Doors**

Form a large circle holding hands. Then spread out enough that everyone's arms are straight out, to form large spaces between each student. These are the barn doors. One student starts running, and weaving in and out between the students. As they do the students in the circle randomly drop their arms down trying to touch or trap the person weaving their way in and out. Once the person is caught or touched by the arms (the swinging barn doors) of someone, they were out. Then choose which person is to be next to weave in and out of the swinging barn doors.

### **Honey Bee Do You Love Me?**

As we all know, bees are very important in pollinating the farmer's crops. If you have a very large group you can form several circles and have games going simultaneously.

Players form a circle with one player in the middle (it). The middle person must approach players in the circle and ask, "Honey Bee, do you love me?" The person being questioned must answer, "Honey Bee, I love you but I just can't smile." If s/he does smile or laugh, s/he becomes "it" and the previous middle person joins the circle. The person who is "it" is not allowed to touch other players but may make as many funny faces, funny animal sounds, or funny animal jesters as s/he wishes to get the person in front of them to crack a smile or laugh. This is a very fun game to watch being played and laughter can be contagious!

### **Sausage**

Everyone sits in a circle. The person who is "it" stands in the center of the circle. Each person asks the person who is "it" an appropriate question. The only answer to every question can be sausage. The first person to make the center person laugh wins a try in the middle.

Ex: What color is your hair? Sausage. What do you brush your teeth with? Sausage.

(Other words can be used for variety)

### **Turkey Strut**

One person stands in the middle of the boundary area is called "Tom Turkey". The rest of the kids line up at an end of the bounds and when the Tom says "Start Strutting" they all Turkey Strut (or run) to the other side of the bounds. Whoever the Tom tags then has to stay and help him, except that the additional people (turkeys) that are tagged have to sit down, and can only help "Tom" by using their arms. This goes back and forth until you're down to the last Turkey who then starts the next round. This game is fun when played with a lot of kids.

### **Duck, Duck, Goose**

This is a very old child's game but is actually fun for all age groups to play. All of the children but one sit in a circle on the ground facing the center. The one child left standing goes around the outside of the circle, tapping each child on the head, each time saying "duck." After several times, the child must say "goose!" as he or she taps one last child. This child must jump up and chase "it" around the outside of the circle. If it reaches the "goose's" spot first and sits down, he or she is safe and the goose becomes it. If the goose reaches home first, it must start over again.

### **Crossing The Stream**

Place two long pieces of string parallel to each other, about 12 inches apart. The strings represent the banks of the stream. Between the two strings lies the water. Have the children line up on one side of the stream. The object of the game is for the children to take turns jumping over the stream without touching the strings or the space in between them. Once every

child has had a turn, move the strings farther apart to make the next crossing more difficult. Those children who "fall into the stream" may sit on the sidelines, moving the strings.

### **Big Bad Wolf**

(Also known as Red Light/Green Light) Choose one student to be the wolf. The wolf stands with its back to the other student pretending to be asleep. The other students are the pigs. They stand at a starting line about 12 feet from the wolf. When the teacher says, "Go!" the pigs try to creep up to the wolf without waking it. The wolf counts to 10, shouts, "Freeze!" and turns around. The pigs must stop and be very still. Anyone the wolf sees moving must go back to the starting line. Repeat the game until one of the pigs reaches the wolf. This student may start a new round, becoming the next wolf.

Alternative Game Rules:

Find a large field, or yard, about the size of a tennis court to a football field.

All the kids line up on one side. the person who is "it" stays in the middle of the field. When "it" says green light, all the kids run as fast as they can. When "it" says red light, everyone stops. Whoever doesn't stop is out. "It" keeps saying red light or green light until all the kids are out or has gone from one end of the field back to where they started from.

Remember, don't run too fast or when "it" says red light, you won't be able to stop. The rule we used is you have two seconds to come to a complete stop or hit the ground. Another hint is to always wear pants. You can kneel or flop down on red light to stop yourself. Just be careful. The last person to make it back to the starting line is "it".