

Duck Duck Goose



Aim of the game: One player chases another player in an attempt to tag or touch him/her and take his/her place.

Set up: A group of players sit in a circle, facing inwards. Select a “picker” (tagger)

Rules:

The “picker” walks around the outer circle tapping on the shoulder of each player in turn, calling each a “duck”. When the “picker” picks one as a “goose”, the goose stands up and chases to tag the picker around the circle in order not to be taken away his original position by the “picker”, because the “picker” tries to return and sit where the “goose” had been sitting. If the goose couldn't catch the picker, then the goose is the new picker.



Equipment and Materials: None

Age:
5+

Number of players:
5+

Duration:
Infinite

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Teaching Style

1. Provide clear and simple instructions
2. Encourage players to communicate throughout the game
3. Safety instructions to be tailored to the environment and participants playing the game.
4. Help people with disabilities make contact and move, if needed
5. Provide enough time for players to familiarize themselves with the equipment and the game.
6. Slow down the speed of moving/walking/running

Equipment

1. Use a tissue that the "picker" must leave behind the back of a player he chooses, while all the other players sing along. When the song is over, everyone must check behind his/her back, and the player having the tissue must chase the "picker"

Rules

1. Other players intercept the picker to help the goose.
2. The goose should turn two times to go back to his or her own seat.
3. Rather than touching the sitting players, the picker sings a song and places an object behind them. Once the song is over, the players, who were closing their eyes, check behind their back whether they were chosen. The player with the object behind him/her stands up and chases the picker.



Environment

1. Make the circle smaller/bigger

