

Cockatoo Sentry

Running and Action Games



Equipment needed

Nothing except a reasonably large hall or well defined outdoor play space.

Setting up the game

Choose one player to be the cockatoo sentry. The sentry stands in the middle of the hall. Give Australian animal names to the other players (approximately one name per six children - we use kangaroo, possum, wallaby and wombat).

Playing the game

The players sat, “Cockatu Sentry, what so you see?”. The sentry replies, “I see green hills, tall grass and” adding an animal name. All players with that name must run to the other side of the hall, whilst the sentry tries to tag them. Anyone caught holds hands with the sentry in the middle of the hall. The rhyme is repeated. This time the sentries must run whilst holding hands. Only the outside two hands may tag players. The sentries are not allowed to prevent players running between their arms. The winner is the last player no caught, or any players who are not caught once time allowed for the game has ended.

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