

Fox and Rabbit

Running and Action Games



Equipment needed

Nothing!

Setting up the game

Players stand in pairs, spread out across the room. One of the pair is a tree and stands with their legs apart. The other is a rabbit and crouches down between the 'roots' of the tree. (With older players or children of different sizes, two players can form the tree, making an arch to stand under.) The leader should select one pair to be the starting fox and rabbit.

Playing the game

The rabbit is given a head start. The fox then chases the rabbit. The rabbit should run behind a tree, crouching down to tag the rabbit hiding there. The tagged rabbit must then run from it's hole, while the first rabbit takes it's place crouching under the tree. The second rabbit then tags a third and so forth. The fox can only catch the rabbit that is not in a hole.

If the rabbit is caught, new starting players are selected. After a given time the rabbits and trees swap places so that everyone can have a turn.

NB: Some children will try to keep running and not tag another rabbit. If this occurs, give the rabbits a time limit before they must hide again. Another problem can occur when children only tag their friends. Encourage players to make sure that everyone has a turn.

