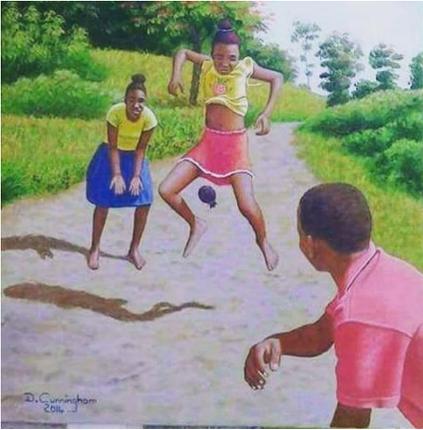


Caribbean Themed Games at Recess!

Dandy Shandy



Dandy Shandy is a game much like Dodgeball, played by children (and particularly girls) in Jamaica. It dates back to at least the 1950s. A notable difference between Dodgeball and Dandy Shandy is that the "ball" in Dandy Shandy is usually a 1-pint juice box, stuffed fully with newspaper, with the corners rounded off.

Aim of the game: To hit the players in the middle using a ball (or milk carton/ juice box etc.)

Set up: Two players (the pitchers) stand facing each other, about 10 meters apart. All the other players stand between them, in the middle. A small "ball" is given to the pitchers.

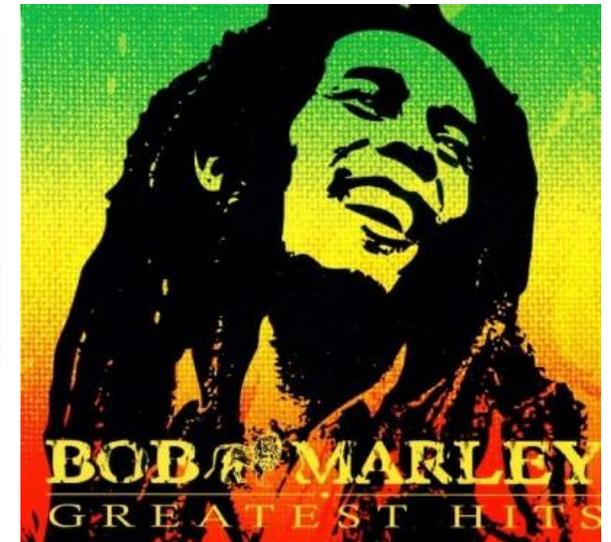
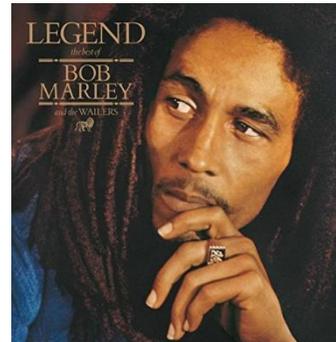
Rules:

- The pitchers throw the ball and try to hit one of the players in the middle. The players in the middle attempt to avoid the ball by doing gymnastic style, airborne jumps and leaps. Also, ducking and side jumping the missile.
- Players that are hit are eliminated. The winner is the last player to remain in the field.
- The game gets extremely exciting as the players in the middle do these acrobatic jumps! You'll usually hear the onlookers shouting out "SALAD!" as the players in the middle leap off their feet.

Bob Marley Music Quiz!

Come on down and guess which Bob Marley song is being played.

Extra points if you can guess the album as well!!!



How well do you know the music of Bob Marley?



Jacks

Aim of the game: To be the first player to successfully get through 10 rounds.

Set up: Gather your jacks and ball. Find a hard surface to play the game on.

Tip: Players must use the same hand to toss the ball, pick up jacks and catch the ball. An error in game play is called a foul. A foul results in the loss of a turn. If a player fouls mid-round, they return to the beginning of that round on their next turn.



Fouls in the Game of Jacks:

- Picking up the incorrect number of jacks.
- Failing to grab the ball after it bounces.
- Grabbing the ball after it bounces more than once.
- Using the wrong hand to catch the ball or pick up jacks.
- Hitting jacks with the ball.

How to Play a Game of Jacks:

1. Choose a player to go first.
2. Scatter jacks in a small area.
3. Player 1 tosses a ball in the air, then quickly grabs one jack before the ball bounces.
4. With the same hand, the player grabs the ball just after the first bounce.
5. If the player is successful, the jack is moved quickly to their other hand and they progress to the next round.
6. The first player loses their turn if they don't pick up the prescribed number of jacks for their round, do not grab the ball before it bounces a second time, or if they commit a foul.
7. Players take turns until one player wins by successfully completing Round 10.

How Many Jacks to Pick Up in Each Round: The number of jacks each player attempts to pick up is determined by the number of the round. Starting at Round 4, the player picks up a sequence comprised of a specific number of jacks before moving on to the next round:

Round 1: 1

Round 2: 2

Round 3: 3

Round 4 - Foursies: 4, 4, 2

Round 5 - Fivesies: 5, 5

Round 6 - Sixies: 6, 4

Round 7 - Sevensies: 7, 3

Round 8 - Eightsies: 8, 2

Round 9 - Ninesies: 9, 1

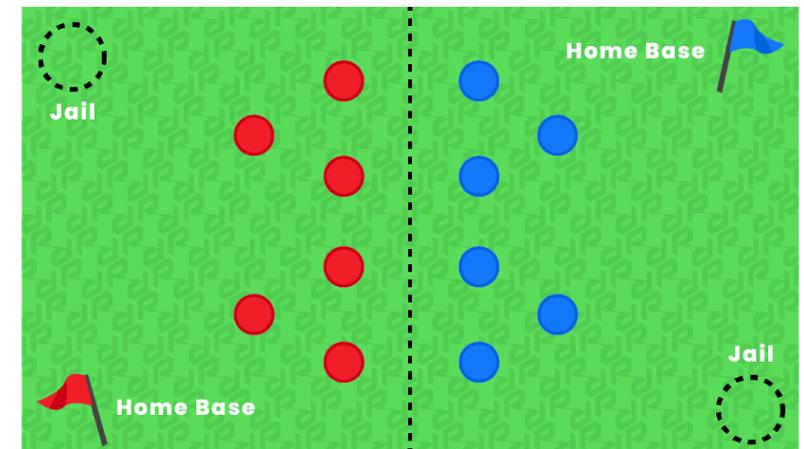
Round 10 - Tensies: 10

Capture the Flag

In capture the flag, two teams hide an object ("the flag") in their territory. Usually, the territory is made by splitting a playing area in half with cones, trees, or other markers. Your team tries to take the opponents' flag and bring it back to your territory before they find yours. To defend your flag, you can tag any opponent on your territory and send them to "jail". They stay in "jail" until they are tagged by a teammate and set free. The first team to capture the other's flag wins the round. If the game was quick, you usually switch sides, re-hide the flags, and play again.

Teams are even, made up frequently of 5 people or more per team.

You need a large area to play in, otherwise it is too difficult to explore the opponent's territory without immediately getting tagged.



Capture The Flag Setup

