

People have played games on the streets of London for hundreds of years. But every street is different. What games might work on your street? Here are some ideas for games you can play when you are out and about, by yourself, or with others. Can you come up with your own ideas for new games, too?

How to Play

If you want to play a game, then go to the Game Table, count up how many players there are, figure out what mood you're in, and there'll be a suggestion of a game to play! Turn to the games and give it a go.

The Game Table

	1 player	2 players	3 or more players
Feeling Energetic	Stick Stretch	Walk This Way	Pointers
Feeling Thoughtful	Four Seconds For Ever	Letter Journey	Secrets
Feeling Creative	Tiny Walk	Story Spotting	City Music

Stick Stretch

for one or more energetic players

Take a small stick in each hand. You could also use a pencil or anything else long and straight.

Now, choose a colour, something there's quite a lot of around on the street - grey, brown and green are probably the easiest to start out with. Touch something in that colour with one of the sticks.

Now, you can't move that stick until your other stick is touching something else of that colour. Look around! Is there anything you can reach? You might have to stretch!

Once your second stick is "safe", touching something of the right colour, you can move your first stick. Is there something else in the chosen colour you can reach?

Keep on going - how far can you get before you're stuck? When you can't get any further, choose another colour and continue with that one

- If you want to play with more than one player, choose different colours and see who can get furthest. But take turns rather than racing; you don't want to accidentally hit each other with your sticks.
- You're not allowed to use anything that you're wearing, or touch people with the sticks!



Walk This Way

for two energetic players

One of you should choose a rule about how to move. Maybe you can't step on lines, or you have to stop every five steps and clap.

Now, walk a little bit while obeying this rule - maybe half a block?

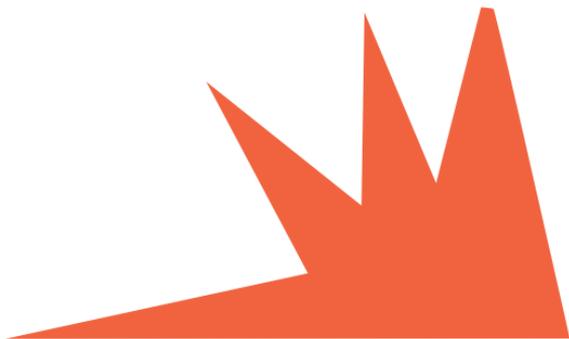
Next, the other player chooses a new rule to add.

Keep walking - but this time you're obeying both rules.

Keep it up! Take turns to add rules and see how many you can keep going at once.

You win if the other player can't follow the rules any more, and you still can!

Or if you'd prefer a collaborative version, see how many rules you can add and still follow before you get back home.



Pointers

for three energetic players

This game is a little like Twister, but played with the whole world. To begin, one of you should call “one, two, three” and then yell out something you can see. A red car, a street light, the sky, the mailbox, whatever. Everyone should quickly point at this thing with one arm - and leave it there, still pointing.

Now the next player should call out something different to point at. You all have to point at that thing with your other arm.

Then the next player calls out still another thing to point at. Now you can move your first arm, to point at that new thing!

Go around the group calling out things to point at, and pointing with alternate arms. How long can you all last?

- If you want a way to win, then players who make a mistake are out. The last player left in wins.
- Or you can play collaboratively, and see how long you can all stay in - then see if you can break your own record.

This game was originally designed for the Hide&Seek - 99 Tiny Games project.



Four Seconds, For Ever

for one thoughtful player

While you're walking, look for things on the street that are going to change.

To start, look for something that you think is going to change right away, while you're looking at it. Maybe a cat is going to run away? Maybe a leaf is going to blow away in the wind?

Next, look for something you think will change a little slower, but still in the next few seconds. Wait and see if you're right.

Next, look for something that you think will change before you get out of sight, but only just. Were you right?

Keep going, looking for longer and longer gaps. What will stay the same until you're out of sight - but will have changed by the next time you see it? What might change by tomorrow? By next week? Next month? Next year?

Can you see anything that's still to be there in a hundred years? What about a thousand?

- If you want to keep score, choose three things that you think will be different the next time you walk past, and three things you think will be the same, then the next time you go by, check whether you're right.



Letter Journey

for two thoughtful players

Both players should choose a letter.

Now, take turns to walk ahead.

On your turn, walk along the street until you find something starting with the letter you chose. So if you picked C, maybe a car, or a cat, or a chair, or even a crawling beetle - you decide what counts!

Now, the next player starts. Walk as far as the first player, and then keep going until you find something starting with the letter you chose.

Keep going - taking turns to walk ahead - until you get to the end of the street. How many times did you stop? The more the better - did you make it to five? Eight? Ten?

- Choose an easy letter the first time you try - something like S, P, C, M, D or A, which come at the start of a lot of words.
- If one of the players finds initial letters a bit difficult, you can try playing by choosing colours instead - look for an object of the colour you chose, and stop there.



Secrets

for three thoughtful players

Pick one player to start. This player is the Keeper of Secrets.

While you're walking, the Keeper of Secrets should choose something they can see. It should be something there's at least two of. For example: pigeons, or bollards, or cafe tables, or basketball hoops, or children on scooters.

Let's say you've chosen the two basketball hoops you can see ahead. Now, say something like: "Up ahead, I can see two secrets".

Everyone else has to try to guess what the secrets are by asking: "is the secret a bird?", "is the secret a cloud?", "is the secret a street light?" and so on. Each time they guess wrong, give them another clue (for the basketball hoops, this might be something like "the secret starts with b", "the secret is very high up", "the secret is round", and so on).

If they guess before the secrets go out of sight, then you all win. Pick a new Keeper of Secrets and start again.



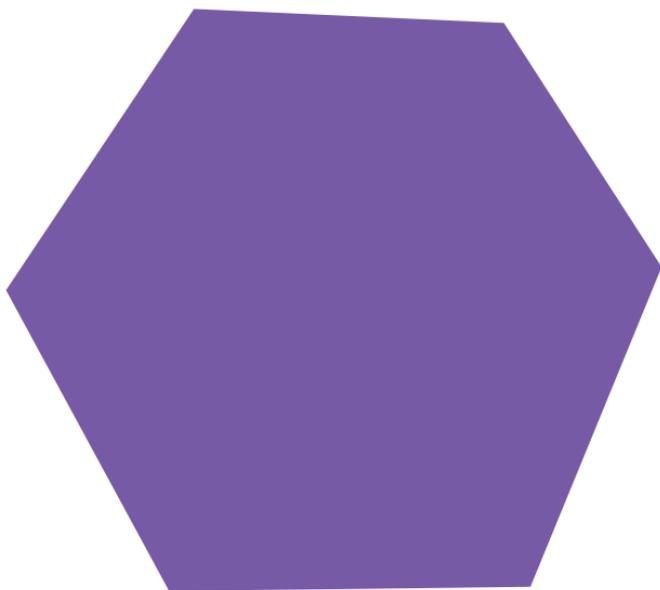
Tiny Walk

for one creative player

As you walk along the street, imagine that there's a tiny, tiny version of yourself walking alongside - maybe ten centimetres tall.

Figure out what path the tiny version of you could take to avoid puddles, obstructions, and other dangers. If there's steps that are too big, make a little ramp out of leaves or whatever else you can find

What's the highest point on the walk that the tiny you could climb to? Can the tiny you make it all the way to the end of the walk?



Story Spotting

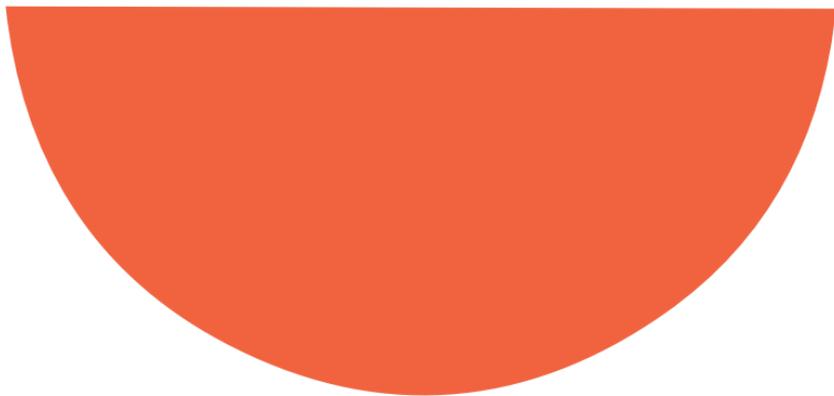
for two creative players

Before you leave the house, choose a subject for a story. The tricky bit is: the story is going to be set on your street.

While you're walking, take turns to add one or two sentences to the story, picking something near you to use as part of what happens.

You can take breaks if you want, and add to the story later in the walk. Try to finish the story before you get back home.

- For an extra challenge, make it a story about something that's very different to your street: a space adventure, a fairytale, a giant game of Hide and Seek.



City Music

for three creative players

Close your eyes and stand still.

Now, listen to the sounds around you. What can you hear? A bird? A car? The wind? Someone talking?

Everyone should pick a sound, and make up a movement to go with that sound. Maybe when you hear a bird, you wave your arms like wings? Maybe when you hear a car, you clap? Maybe when you hear someone speaking, you open your mouth as wide as you can?

Share your movements with the other players. All of you should now keep listening - and try to do all the different movements, dancing to the city music. If you like, once you've got the hang of it, you can add more ideas for different movements and different sounds to listen for.

- If you want you can try it with your eyes open. Does that help, or does it make it harder?



