Bridgewater Primary

Top ten games to play when walking to Bridgewater Primary

Playing games as you walk to school can make the journey much more fun and you'll be there before you know it!

Safety first: before you begin your game, agree the rules.

1. Always stop the game near busy roads, narrow paths and road crossings.
2. Always use the Green Cross Code to cross the road.

Also remember to:

- Plan your route to avoid busy roads and always use zebra crossings if possible.
- Leave plenty of time so you are not in a rush.
- Make sure you dress suitably for the weather.
- Eat a healthy breakfast before you leave home to give you energy.

Our games

We've suggested our top ten games for walking to school. Some you can play alone but lots of them are best played with a friend or in a group, so why not arrange to walk to school with your friends?

1. The smiling game

Games don't get any simpler or more fun than this! See how many people you can make smile on the way to school just by smiling at them!

2. Follow the leader

Take it in turns to lead the way and the followers have to do what the leader is doing. Of course, always be safe, but it can be a lot of fun if you get imaginative. Try walking like a monkey, cantering like a horse, skipping or hopping on one foot or walking sideways. It is compulsory for adults to join in!

3. I Spy

You will all know this one. A player chooses something they can see, and says: "I spy with my little eye, something beginning with ...". The player fills the blank with the first letter of the name of the object (e.g. 'F' for Flowers). Other people playing try to guess what the object is, and the player can only answer with a yes or a no.

Alternative version for older children: add an extra challenge by following the alphabet. For example "I spy an apple, a bike, a car" etc.

Simpler version for young players: The blank is filled with the colour of the object rather than the first letter. The player says "I spy with my little eye and it is ... " (e.g. 'Green' for grass).

4. Hopscotch

Use paving slabs on the footpath as your 'board'. See how far you can hopscotch before you put your feet wrong. Or, see how many times you can jump, hop or walk without treading on the cracks in the pavement.

5. When I go to school

The first player says: "When I go to school I take ..." and says an object, for example, "a pencil". The second player repeats the sentence and adds another object. For example: "When I go to school I take a pencil and a book." The players keep adding to the list until nobody can recite the list correctly.

Alterative version for older children: add an extra challenge by following the alphabet. For example "I take an apple, a book" etc.

6. Don't say it

Pick a word that must not be said during the game. 'Yes' or 'no' are probably the easiest to use. Take it in turns to ask questions to try and get the other players to say the forbidden word in their answer. Note – saying 'yep', 'yeah' or similar is also forbidden when 'yes' is the word.

7. Twenty questions

A player thinks of something and asks: "What am I?" or "Who am I?". The other players ask questions to guess what the person is (e.g. a bike) or who the person is (e.g. a famous footballer). For example: "Are you food?", "Do you have pedals", "Do you play for England?".

The question can only be answered using "yes" or "no". If the guess is incorrect then the next person takes a turn. The winner of each round is the player that guesses the correct object or person. The winner overall is the person who guessed with the fewest guesses by the end of the walk to school.

8. Silly stories

Start with: "Once upon a time ...". Each player takes it in turns to make up a sentence of the story. The funnier and sillier the story is, the better the game is.

9. Rock, paper, scissors

Each player chooses one of three signs: two spread open fingers represent 'scissors'; an open palm is 'paper'; and a clenched fist is 'rock'. On the count of three each player makes their chosen sign at the same time. Rock beats scissors because rock blunts scissors; paper beats rock because paper can cover rock; and scissors beats paper as scissors cut paper.

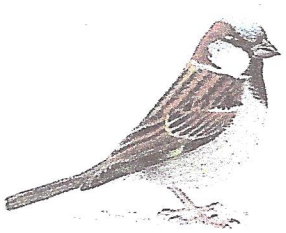
Be careful not to trip over or walk into anything or anyone while playing this game! Look ahead when making the sign – this helps prevent cheating and tripping.

10. What can you see?

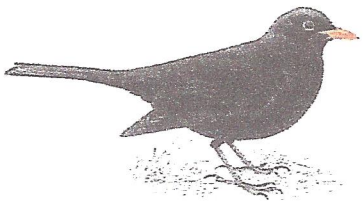
How many of the birds on the spotting sheet at the end of this pack can you spot? If you prefer, how many different makes of car can you see? Or **we have Usborne Spotter's Guides available (trees, butterflies, birds and urban wildlife)** for you to share with your friends and help spot while you walk. Please ask the school office if you would like to borrow one (but make sure you return them please!).

Bird spotting guide

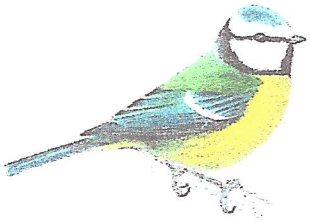
How many can you see?



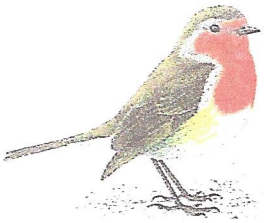
House sparrow



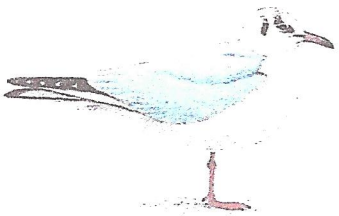
Blackbird



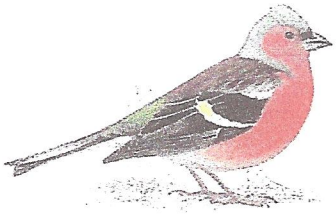
Blue tit



Robin



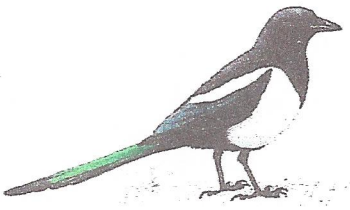
Black-headed gull



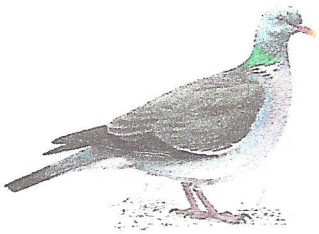
Chaffinch



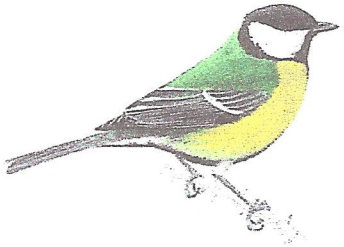
Starling



Magpie



Woodpigeon



Great tit