

Christmas Games



Santa's Sleigh Relay

Equipment: Cones

How to Play

1. Split children into equal teams.
2. Set up a relay course with cones.
3. The first child runs to the end of the course and back, then "tags" the next teammate.
4. This teammate holds onto the first child by putting their hands on their shoulder to create Santa's sleigh. They then run to the end and back and tag the next child.
5. Repeat this until all of the team have run the course as part of Santa's sleigh.

Challenge
Children can gallop, skip, or hop instead of running to make it more festive.

Snowball Dash

Equipment: Small soft balls/beanbags, hoop or bucket

How to Play

1. Scatter the "snowballs" around the hall or playground.
2. Split the class into four teams, each with a bucket or hoop as their stocking. (You could even decorate with tinsel to make it more festive.)
3. On go, children collect snowballs one at a time and bring them back to their team's "stocking" (a hoop or bucket).
4. After a set time, count the snowballs in each team's stocking.

Challenge
Teams can "steal" one snowball at a time from the other team's stocking.



Deliver the Presents

Equipment: Cones, table tops, benches, hoops, beanbags

How to Play

1. Set up an obstacle course as the workshop.
2. Children are elves delivering presents.
3. Carry a beanbag (present) through the whole course to deliver to Santa's sleigh.
4. They must crawl under table tops (reindeer), jump over cones (snow piles), and balance across a line/bench (icy bridge).



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Challenge
Add more Santas as the game goes on.

Christmas Tree Tag

Equipment: None

How to Play

1. One or two children are "Santas" who tag others.
2. When tagged, children stand still with arms out like a Christmas tree.
3. They can be freed if another child runs around them twice like "tinsel."



Challenge
See which pair can get furthest apart in a time limit (e.g. 1 minute).

Snowball Catch

Equipment: Soft balls/beanbags

How to Play

1. Children pair up and stand a short distance apart.
2. They throw the "snowball" back and forth.
3. After a successful catch, they each take a step back.
4. If the snowball is dropped, they return to the starting distance.

North Pole Corners

Equipment: Music player

How to Play

1. Mark each corner of the hall as a Christmas place, e.g. Santa's Workshop, Reindeer Stable, North Pole, Christmas Tree.
2. Children move around the space while Christmas music plays.
3. When the music stops, they run to a corner.
4. The teacher calls out one corner to be "frozen".
5. Those players do a quick action before rejoining, e.g. star jumps.

Challenge
Change the method of travel each time, e.g. walking, skipping.

