

Ground games with Mark Rayner – 5

#5



You will need:

- Area of concrete approx 7m x 7m, prepped first with Resene Moss & Mould Killer, and then waterblasted
- Builders' string line
- Chalk
- Masking tape
- Paint brushes
- Paint tray and roller
- Resene Concrete Primer
- Resene Lumbersider tinted to the following colours: Resene Grass Stain, Resene Kermit and Resene Lickety Split
- Tape measure



Step one

Use the string line and chalk to draw a circle with a radius of 3.5m.



Step two

Using a wide brush, carefully paint around the edge of the circle with Resene Concrete Primer.



Step three

Using the paint tray and roller, apply one coat of Resene Concrete Primer to the rest of the circle. Allow to dry for two hours.



Step four

Using a wide brush, carefully paint around the edge of the circle with Resene Lickety Split.



Step five

Using the paint tray and roller, apply one coat of Resene Lickety Split to the rest of the circle. Allow to dry for two hours and then repeat steps four and five.



Step six

Use the string line and chalk to draw twelve evenly spaced circles around the outer edge of the main circle. Each of the smaller circles should have a radius of 400mm. Also draw a central circle with a radius of 400mm.



Step seven

Paint the circles with two coats of Resene Kermit, allowing two hours for each coat to dry.



Step eight

Mask off two clock hands, as shown, and paint with two coats of Resene Grass Stain. Paint numbers in the centre of each of the outer circles with two coats of Resene Grass Stain, allowing two hours for each coat to dry.

Use a selection of bright greens from the Resene KidzColour range to create this clocktastic team game.



To get the look:

Use a tape measure or ruler as a rough guide when painting the numbers – our numbers measured approximately 400mm high.



Other ideas for play:

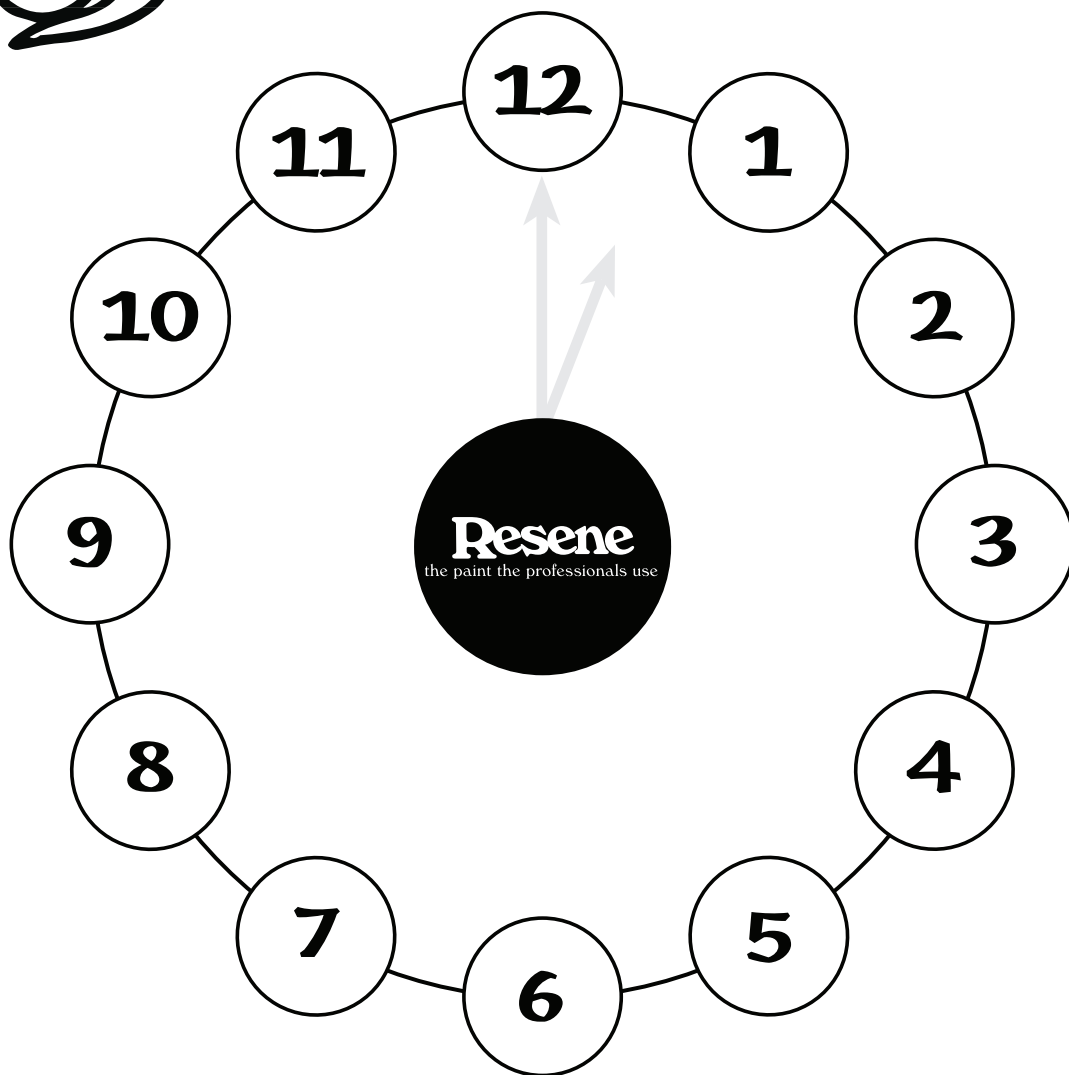
Create a fast-paced relay with twelve players – when each player catches the ball they have to run to the central circle before they can throw it to another player.

For more ideas and inspiration visit your local Resene ColorShop or www.resene.co.nz or www.resene.com.au.

Check out our special Ground games section online www.resene.co.nz/groundgames.htm or www.resene.com.au/groundgames.htm

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#5a



Measurements:
Radius of circle = 3.5m



Number of players:

13

Additional equipment:

Large ball

How to play:

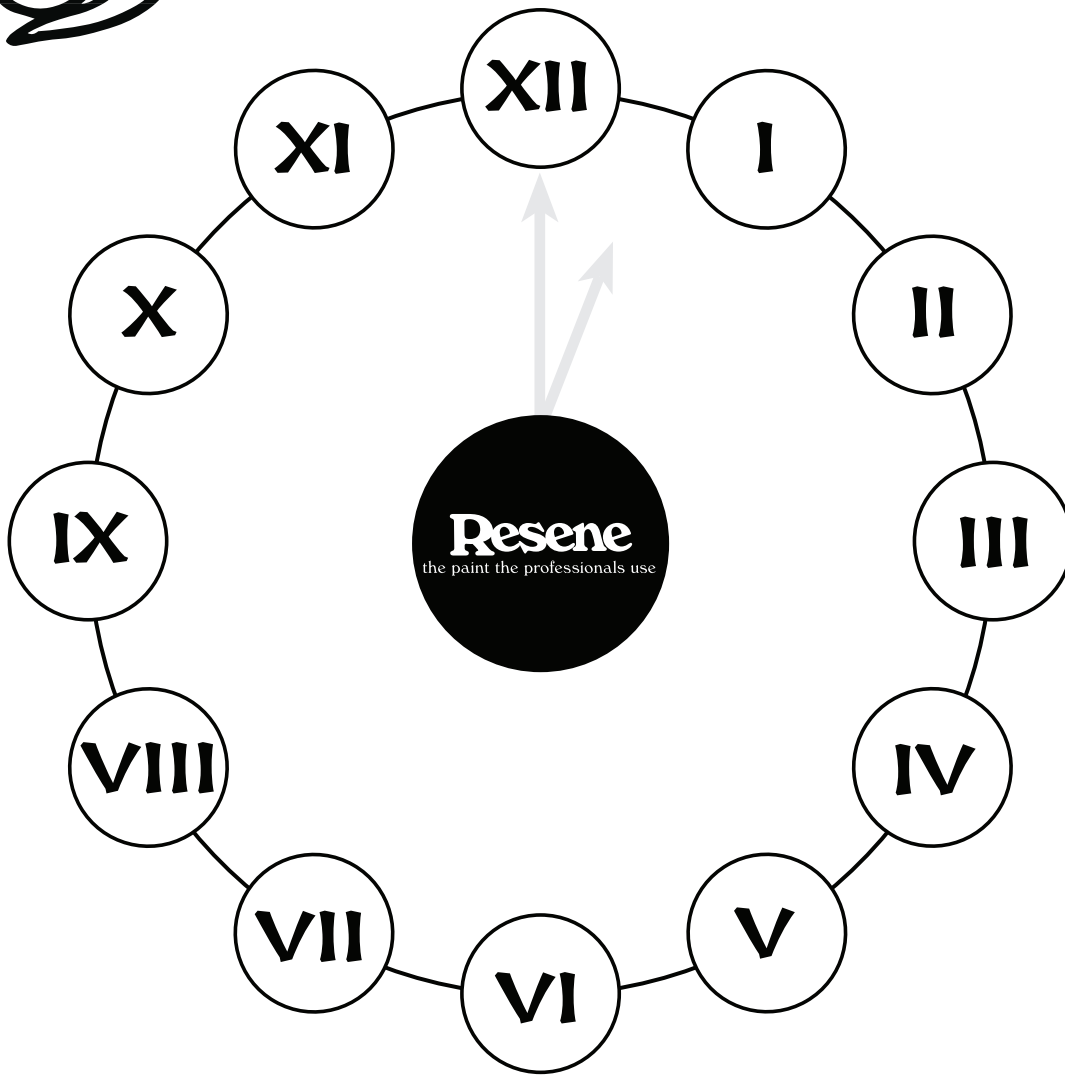
One player is selected to be the timekeeper – they stand on the central circle with all other players standing on the remaining numbered circles. The player standing at 'one o'clock' calls out 'What's the time?' as they throw the ball to the timekeeper. The timekeeper has to catch the ball and immediately throw it to a random player calling out the position of that player (eg: 'six o'clock'). That player then has to catch the ball and immediately throw it back to the timekeeper calling out 'What's the time?'. The game continues in this way until a player either drops the ball or the timekeeper throws to a wrongly named player. Whichever player makes a mistake moves back to 'one o'clock' and all other remaining players move up one space – if the timekeeper makes a mistake, all players change position with the player at 12 o'clock becoming the new timekeeper. The object is to stay as timekeeper for the longest.

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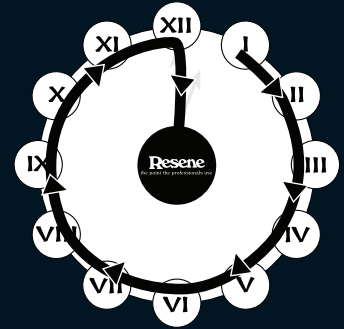
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Ground games with Mark Rayner – 5

#5b



Direction of play:



Measurements:
Radius of circle = 3.5m



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