

The Ice Cream Has All Gone!!

(Circle Song, Group Rhyme)

The flags are at the Co-Op
And the Ice cream van has come.
Asked my Mummy for a penny,
But they said there wasn't any,
Cos the ice cream had all gone!

We looked for it at Iceland, B&M & Aldi too,
We looked for it at Asda but they said
"Go to the Zoo!"

Well, we had to catch the Bus,
And then a train
And then a boat!
But the boat began to sink. Oh No!
But luckily we could float!

We found the Zoo was open
So we swam inside the gate,
And we saw 100 monkeys
& they shouted "You're too late!"

But we saw an ice cream trail
So we followed it at once!
And we found the guilty Ice cream Man,
Feeling sick & feeling sad!
He said "I'm very sorry
And I'm feeling rather bad!
I will make you all some new ice-cream,
To make you all feel GLAD!

He made chocolate and vanilla,
Bubblegum and Lime,
Strawberry and Raspberry
And we all said
THAT'S DIVINE!



Created by
Porridge & Play
Castlemilk!

This rhyme was created by
everyone at Porridge & Play
Castlemilk! All the words are
from the group and was a
collaborative effort!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs in Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

The Circle Game

(Shared by Abu & Sayeda)

For this game you need some scarves or old clothes! These will be used to make your circle. You can use anything to make a circle! Just as long as you can make the circle bigger and smaller. Make the circle using these items on the floor.

One person is 'IT' and they are outside the created circle. The rest of the group is inside the circle and they are waiting to be tagged!

Those who are in the circle have to avoid who is 'IT' but here is the TWIST! You CAN'T LEAVE the circle to avoid who is 'IT'!

The person who is 'IT' tags those who are inside the circle and then invites them outside the circle to join in with tagging! As less people are in the circle the circle gets smaller..and smaller...and smaller UNTIL one person is left!

Then you can start the game all over again, picking someone to be outside the circle and making it bigger again!



Shared by
Abu & Sayeda

Abu & Sayeda are a
family from Porridge &
Play Castlemilk!

They taught us this game
at one of our sessions!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

Balls

(Shared by Hadir)

You are going to need some paper, pens, 2 bowls and a tray for this game!

To make the 'Balls', take a piece of paper per person playing the game and NUMBER them. Then scrunch them up and put them on tray. So, if you have 10 players you'll have 10 balls of paper with 1-10 written on them.

Do the same with little strips of paper, fold them and put them into one of the bowls.

Then everyone in the circle comes up with funny ACTIONS. Someone writes them on more strips of paper, folds them up and puts them in the second bowl.

Each person in the circle then picks up the tray, shakes it and takes the paper Ball furthest away from them. Everyone opens their Ball to find out their Number. But they don't tell anyone what your number is!

Someone picks two or three slips of paper from the first bowl & reads out the numbers. The people with those numbers stand up. Someone else picks a paper from the Actions bowl & tells them the action to do!

OR

The person picking whispers the action to them & they do it. And the other players guess what action it is!



Shared by
Hadir

Hadir is one of the children who attended Porridge & Play Castlemilk! She came on lots of adventures with us and was kind enough to show us this game!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

ABC Together (invisible skipping rope!)

(Shared by Storyplay Champions Michelle & Nicola)

This is a clapping game that can be done in a circle!

Everyone stands in a circle, with four people in the middle. Two people are holding the 'skipping rope' and two people are the ones skipping! Everyone in the circle claps in a pat together while the skippers do a dance or clap together!

The rhyme goes like this:

ABC together, (clap hands together)
Up together, (Clap one hand each up)
Down together! (Clap one hand each down)

Back to front, (Clap hands palm facing and the back facing)
Knee to toe, (point at your knee and toe)
Turn around, (turn around together)
And there we go!



Shared by
Michelle & Nicola
This game was taught to
us by our Storyplay
Champions from Porridge
& Play Castlemilk!
The idea to use an
imaginary skipping rope
means we can play this
game anywhere!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

Mother Hen!

(Shared by Yang)

You have two players that are 'It'. One is 'Mother Hen' and one is the 'Owl'.

The other players become Mother Hen's Chicks! The Chicks stand in a single file line behind Mother Hen, think like a big loooonnnnggg snake!

The Owl's task is to collect the Chicks one by one. Once a Chick is caught, they become an Owl and help the other Owls!

Mother Hen is trying to keep her Chicks safe, she spreads her wings (her arms) out wide and moves from side to side to block the Owl so they get the Chicks!

Once all the Chicks become Owls the game is up and you can start all over again!



Shared by
Yang

This game was taught to us by Yang who is a mum that attends Porridge & Play Castlemilk! Maybe Mother Hen knows the Funky Chicken! Does the Owl remind you of the Naughty Seagull?



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!



The Wooden Man!

(Shared by Yang)

Everyone stands in a line against a wall. The Wooden Man stands facing them about 20 steps away. When the Wooden Man is facing the other players (what could we call them?) the players must stay perfectly still, just like a plank of wood!

However, when the Wooden Man turns around the other players can start to creep as slowly as they can toward the Wooden Man. They keep creeping until suddenly the Wooden Man shouts out

'WOODEN MAN!!!'

And turns around. The other players must FREEZE and become as still as planks of wood again. If they move they go back to the start. This continues until one of the other players catches the Wooden Man without being caught moving.

You can then just pick someone else to be the Wooden Man and start the game all over again!



Shared by
Yang

This game was taught to us by Yang who is Celine & Lewis's Mum.

It reminded us of Monster's Footsteps which you can find on our Licketyspit Playcards!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

Zombie Tag!

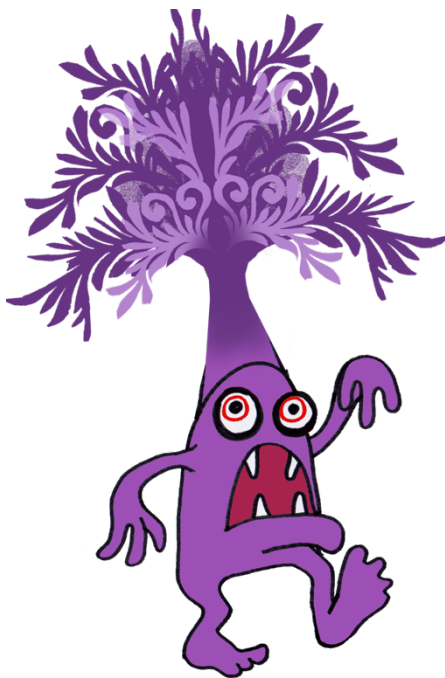
(Shared by Abu)

Zombie Tag involves someone being 'It' and the person who is 'It' is now a fearsome Zombie who wants to create some new Zombie friends! The Zombie sticks out their arms and moves slowly and in a straight line trying to catch people!

Everyone else is trying to escape the Zombie!

The idea is to run away and wait for the Zombie to catch you, once the Zombie has caught you, you turn into a Zombie too! You have to start moving as slow as possible just like a brand new Zombie! The other Zombie's can start turning other people into Zombie's too for a whole hoard!

You could start with more than one Zombie if it is a big group too! Maybe you can create a way to unzombiefy someone!



Shared by
Abu

This game was taught to us by Abu (5) who attends Porridge & Play Castlemilk! Abu loves running around and playing fast games so this seems like the perfect game for him!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

This Way Valerie!

(Shared by Storyplay Champion Nicola)

The group splits into two lines, both facing each other. Everyone should have a 'buddy' and everyone claps and sings!

Once you've started clapping you begin to sing the rhyme:

'This way Valerie, That way Valerie, This way Valerie all the way home!'

One of people at the top of the line dances down the middle, making up movements with arms, like a dance! The rest of the group chant their name, so if Nicola was going down the line the group would sing:

'Strut Miss Nicola, strut Miss Nicola, strut Miss Nicola all the way home!'

The other person at the top of the line dances down the line copying the movements of the first person and the group sings:

'Here comes another one just like the other one, here comes another one all the way home!'

The line moves up and repeats!



Shared by
Nicola!

This game was taught to us by our Storyplay Champion Nicola! She used to play it when she was a child and shared it with Porridge & Play Castlemilk!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!



Opening Door to imaginary playworlds to unlock
the Limitless possibilities of children!



The Dancing Warm Up!

(Circle Game)

For this game you'll need music! You could play it on a phone, a speaker or the group could sing a song to get the moves rolling!

The Dancing Warm Up is a great way to move your body and get ready for a fun filled session of play! For this game everyone stands in a circle! ***Circles are great for games because everyone can see you and you can see everyone and as we know games are best when everyone is included in the game!***

The music starts to play and someone's name is called to show a Dance Move! Everyone in the circle copies that persons Dance Move until another name is called out then it is passed onto another person and the rest of the group copies!

You can choose different styles of music! Different dance moves! Maybe you jump, boogie or spin! Either way this will get your body ready for a whole lot of play!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!



@LicketyTweet



Lickety Spit Theatre

www.licketyspit.com

Charity No. SC 035154
Company No. SC262580

Tinko Tinko

(Clapping Game - Shared by Folashade)

In this clapping game you need a 'buddy!' The two players hold their hands out flat. One player takes their right hand and one player takes their left and you pinch your fingers together like a crab. Each player should have one hand out flat in front of them, with their palm facing upward toward the sky. You take your pinched hand and place it in your flat palm and then move it across to the other players flat palm, while doing this you say:

'Tinko Tinko!'

You do this three times.

You then start clapping in a rhyme, rotating hands and clapping them together and then back to front. The idea is to do this as fast as you can!

You can also play this in a circle and add lots of people, everyone getting faster and faster! Leads to a lot of messy fun!



Shared by
Folashade

This game was taught to us by Folashade!
Folashade and her family have been coming to Licketyspit sessions for a while and taught us this at Porridge & Play Cranhill!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

'Willy, Willy, Willy, Willy Oh!' (Change your Style!)

(Song / Circle Game - Shared by Beauty & Genesis)

Everyone stands in a circle holding hands. Someone starts as the action 'caller'.

Swinging your arms gently, everyone sings the song:

Once the song is finished the 'caller' says:

Change your style! Another style!

Everyone has to change position, making a different shape with your body, until the caller says

Stay like that!

Then everyone has to FREEZE in whatever position they have ended up in! The idea is to stay as still as a statue!

After a few turns, the fun begins all over again!

Willy Willy, Willy Oh!
Mother in the kitchen
cooking rice
Father in the parlour
watching film
Children in the
garden play football
Change your style!



Shared by
Beauty & Genesis

Beauty & Genesis shared this game with us at Porridge & Play Cranhill! They've been attending together and said this was one of their favourite games!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

Chiri Udi Kan Uda (Sparrow Flies/Cow Flies) (Shared by Aleena, Mahek, Fatima & Ibrahim)

For this game everyone sits in a circle.

Once seated, everyone points out a finger and places it on the floor.

People take it in turns to be the 'caller' for this game. Once everyone is ready, the 'caller' says *something* flies, like:

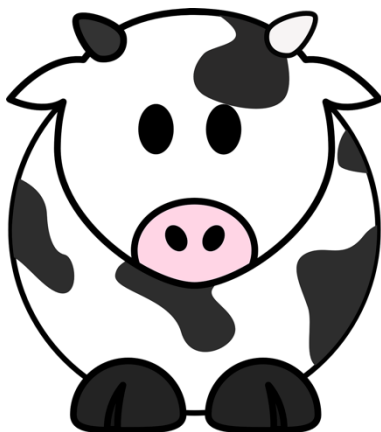
'Sparrow Flies!'

Because a sparrow DOES fly, everyone can raise their finger in the air.

BUT if the caller says something like:

'Cow Flies!'

The other players don't raise their finger, because a cow DOESN'T fly! You can keep doing this, naming different things that fly and different things that don't. The idea is to keep your finger on the floor for something that doesn't fly, but maybe you can convince the group it does! You can also play this game around a table.



Shared by
Aleena, Mahek,
Fatima & Ibrahim

Aleena, Mahek, Fatima & Ibrahim shared this game with us at Porridge & Play Cranhill! They love coming to Lickety Spit sessions and hope you enjoy their game!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

Eat Family, Eat the Rice!

(Clapping Rhyme - Shared by Joy, Princewill, Priscilla & Presley)

Eat Family, eat the rice!

Abacker must have swallowed it,

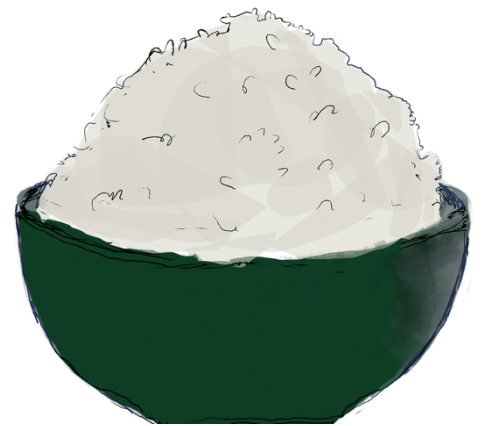
Fish must of eaten it!

Eat family, eat the rice!

Abacker must have swallowed it,

Fish must of eaten it,

Ah eh oh oh!



Shared by
Joy, Princewill,
Priscilla & Presley
Joy used to sing this song
when she was little!
Beauty & Folashade also
knew it too from when
they were growing up in
Nigeria.

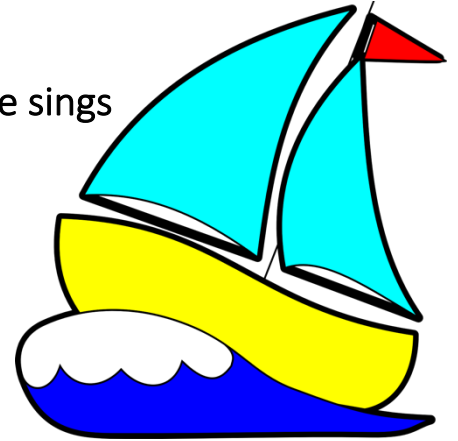


The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

The Hopping Game/ A Sailor Went To Sea Sea Sea! (Game/Circle Game - shared the Porridge & Play Hubs)

Everyone stands in a circle and claps together. Everyone sings

'A sailor went to sea sea sea,
to see what he could sea sea sea,
and all that he could see see see,
was the bottom of the deep blue sea sea sea!'



While everyone is clapping and singing people take it in turns to go into the middle of the circle. They can throw an imaginary stone (or maybe use an egg box!) to jump a certain number of places in front of them. They could add moves such as touching the ground of their chest all while hopping!

Another player is chosen to be in the middle and hop and everyone else continues their clapping game!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!



Street Catch

(Shared by Leeanne, William & Lexi)

In this game everyone stands in a line against a wall about 10 steps away. The person with the imaginary ball is standing in front of them, facing them at first.

When the person with the imaginary ball turns around, they throw the ball behind them.

Someone must catch the ball! The group can decide this, or someone can be chosen. This must be done quietly, without names being said so the thrower doesn't know who has caught the ball.

Everyone puts their hands behind them back and then the Thrower turns around. They get three turns to pick correctly. If they pick correctly they get another turn to throw the ball.

If they don't pick correctly, the person who caught the ball is revealed and then another Thrower is chosen and the game starts again!



Shared by
Leeanne, William &
Lexi

Leeanne created Street Catch when she was younger because she and her friends were fed up getting their balls back from other people's gardens!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!



Kho Kho

(Game- Shared by Tarika, Tanishk & Ridhi)

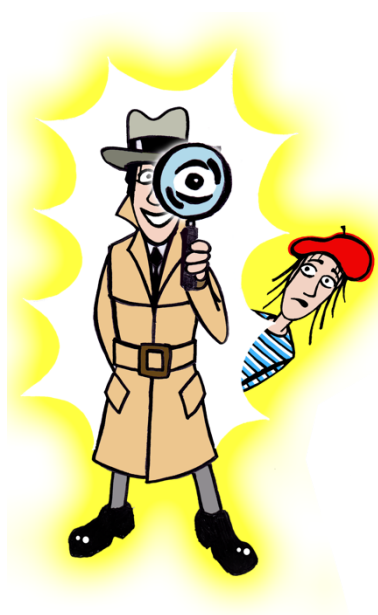
In this game everyone sits down in one straight line. Players must alternate the way they are facing and sit shoulder to shoulder with one another. The idea is so you can't see behind you.

One person is holding an object, this object can be anything! We used an egg box. They go around the line, faking putting the box behind other people's backs UNTIL they do put it behind someone's back. Once they get back to where they started they shout

'KHO KHO!!!'

Everyone else looks behind them to see who has the object. Whoever does have the object grabs in and gets up to chase the player who placed it behind them. The idea is either of one the players catches the other or for the player who placed the object to sit down where the other player left.

Someone else is chosen to place the object down again and the game starts over!



Shared by
Tarika, Tanishk &
Ridhi

Tarika shared this game with us she used to play when she was younger. It reminded us of Duck Duck Goose which you can find on our Licketyspit Playcards!



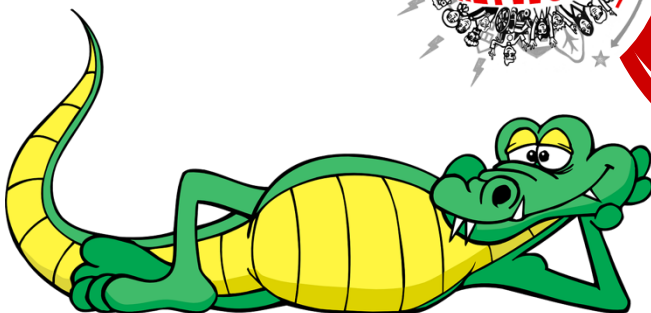
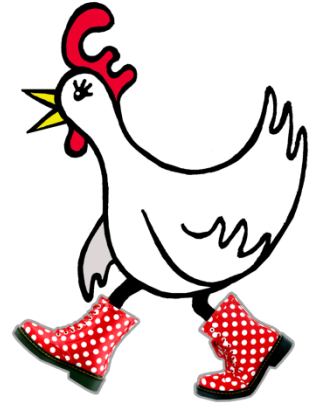
The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!



Chicken Soup

(Porridge & Play Bridgeton's Clapping Rhyme)

A Chicken went in the Hoop Hoop Hoop,
To have a bowl of Soup Soup Soup,
The Carrot tasted Nice Nice Nice
The Chicken was Polite Lite Lite
But the Crocodile went Snap Snap Snap Snap!
The Chicken was in a Trap Trap Trap!
The Crocodile jumped & Clapped Clapped Clapped
And he fell into the Soup
And That was That!



Created by Porridge
& Play Bridgeton

We love clapping rhymes
and this one was created
with ideas and
suggestions from all the
families and children at
Porridge & Play
Bridgeton!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

Chaos Tag!

(Shared by William & Ayhann)

Chaos Tag is Tag with a TWIST! Everyone is 'IT'!

Everyone runs around tagging each other, since everyone is 'IT' anyone can be tagged at any time!

First start the game with those who are tagged sitting down where they are, once everyone is sitting down and there is only one person left standing you can start the game again.

The second time you play the game add another TWIST! After all it is called Chaos Tag for a reason!

When a person is tagged in the second round they sit down, but they can be brought back into the chaos if someone plays 'Rock, Paper, Scissors' with them and they win!

You can end the game when only one person is left again or once everyone is finished playing!



Shared by William & Ayhann

William & Ayhann became friends at Porridge & Play Bridgeton. They both love playing this game so they shared it with the group together!



The ALLSCOT Playcards were created by children & families who were a part of our Porridge & Play Hubs Castlemilk, Cranhill & Bridgeton! This has been a New Scots Integration Project designed to bring families together through play, kindness & inclusion!

