

What's the Time, Mr Wolf?

A traditional game

One player is chosen to be Mr Wolf.

The other players stand in a line on the opposite end of the outdoor space. This line is referred to as 'home'.

Mr Wolf stands with his/her back to them. The players chant, "What's the time, Mr Wolf?"

Mr Wolf replies with different 'o'clock' times, indicating the number of steps forward the players are allowed to travel. For example, if Mr Wolf says "four o'clock", the players must walk forward four steps.

The game carries on until Mr Wolf thinks the players are getting close enough to catch. When this happens, Mr Wolf replies, "Dinner time!" S/he then turns and chases the players.

The first child that Mr Wolf catches before they reach the 'home' line, becomes Mr Wolf. If Mr Wolf does not catch anyone, s/he has to be Mr Wolf again.

If a player reaches Mr Wolf before dinner time, they tap Mr Wolf on the shoulder and run for home. If Mr Wolf catches them, they have to take his/her place.