

PATO, PATO, GANSO

(Duck, Duck, Goose)

In this game, kids sit down in a circle facing each other. One person is "it" and walks around the circle. As they walk around, they tap people's heads and say whether they are a pato or a ganso. Once someone is the ganso, they get up and chase the person who tagged them around the circle. The goal is to tap that person before they are able to sit down in the ganso's spot. If the ganso is not able to do this, they become "it" for the next round and play continues. If they do tap the person before he sits, the person tagged has to go to the center of the circle. Then the ganso becomes "it" for the next round. The person in the middle can't leave until another person is tagged and they are replaced.

