

## St. Patrick's Day Games and Activities

### TOP OF THE MORNIN!



1. Children stand in a circle around a blind-folded child--who is the "leprechaun".
  2. The leprechaun holds a paper-towel tube (that can be previously covered in green construction paper) and SLOWY turns.
  3. The tube is in a stretched out arm pointing to the circle of children... *Play Irish music and when the music stops the leprechaun stops.*
  4. The child standing opposite the pointed tube goes to the leprechaun and says, "A Top of the morning to you," INTO the TUBE. (Have children change their voices if they are able to.)
  5. The leprechaun has 3 chances to guess who the voice belongs to.
  6. If the leprechaun is correct--the child saying "Top of the Mornin" is the new leprechaun.
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### ST. PATRICK'S DAY RELAY RACE

1. Cut out a large number of SHAMROCKS; write a different instruction on each one for a relay race --- Such as: skip, crawl, crab walk, hop, walk backwards, etc.
  2. Duplicate the words for the number of Teams you will have playing. (Example: Three teams equal three sets of instruction words.
  3. Divide the children into groups (if not even, have one child go twice)
  4. Put the SHAMROCKS at the end of the room in a pile for each team.
  5. On go, the first player on each team runs up to the pile and takes a SHAMROCK. They do what the Shamrock shape instructs.
  6. When the first players get back-- the next players run to the shamrocks--and play continues...Return the shamrocks to the bottom of the pile until ALL have had a turn.
- Tip: Laminate the shamrocks for FUTURE St. Paddy's Days.
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### POT OF GOLD DRAMA GAME



You say, "If I found a pot of gold at the foot of the rainbow, I'd buy this..."

Then you show by acting out what you would buy. The others try to guess what you bought, and the first one to guess becomes the new actor.

## THE LEPRACHAUN LOST HIS GOLD!

Tell the children-

"Two weeks ago, a leprechaun 'lost' all his gold in your play spaces, he left you his pot and a reward notice saying that if you could find all his gold and refill his pot by St. Pats Day, he would leave you a reward!"

Let the children find the gold that is hidden about (gold spray-paint items - anything you can think of - rocks, corn pops, buttons, keys, spoons, etc.).

Each time they find a piece of gold, they place it in the leprechaun's pot and they receive a "Lucky Shamrock" sticker to put on-- or stick on a sticker page. (Or not, your choice...)



On St. Pats Day, the leprechaun will return and pick-up his small pot full of gold - and in return -- he will leave a large pot (a Halloween witch's cauldron) full of a reward. (Their reward can consist of shamrock shaped cookies, a pitcher of lemonade tinted green, festive cups and napkins, and a goodie bag for each child. You can fill it with whatever you'd like!

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## LEPRECHAUNS INVADE THE PROGRAM!

(For Pre-K to Grade 2)

Make mischief! For St. Paddy's week, when the children go outside to play, turn chairs and tables upside down. Or, when children take naps--the leprechauns switch shoes around.

On St. Patrick's Day the leprechaun should write a note saying he's sorry for the mischief he has caused. He'll also tell the children that he has left them a treasure and has hidden a pot of gold for them to find. Kids follow the clues around the center/school, until they find the surprise.