



Witch in a Bottle

One child is chosen “Witch.” The other children select a spot as “home.” The Witch draws as many circles on the ground as there are players. These are her “jars.” The children run out from “home” to tease the Witch. When the Witch catches a victim, the caught player goes in the jar. Captured players must stay in the jar unless rescued by a free player. The newly freed player has to go “home” before being captured again. The last person caught becomes the new Witch.