

Duck, Duck, Goose

Duck, Duck, Goose (also called Duck, Duck, Gray Duck or Daisy in the Dell or Quail, Quail, Quarry sometimes in New Jersey and New England) is a traditional children's game often first learned in preschool or kindergarten.

The game may be later adapted on the playground for early elementary students. The object of this game is to walk in a circle, tapping on each player's head until one is finally chosen; the chosen player must then chase the picker to avoid becoming the next picker.

Fuente: [traditional](#)