

Clothespin Samurai

Arrange the classes in one big circle. Two people will be chosen to be blindfolded and have clothespins attached to their clothing.

These people are the "samurais". They are each given swords to defend themselves and their clothespins because the people around the circle will try to come up and steal them. If the sword hits a person, they get a strike. A Person with two strikes is out and can't return to the game until the next round. The next round will have new "samurais" and the game is played again. The game is played until the clothespins are all stolen. In the end, the person with the most pins will win.