## FOUR CORNERS DASH

TIME 5-15 minutes

NOTE This game is particularly fun for energetic middle-school age youth.

THE GAME Choose someone to be the leader and stand in the middle

of the room. Have players mingle in an open area. As the leader closes his or her eyes and slowly counts to 10 out loud, players have 10 seconds to dash quietly and without talking to one of the four corners of the room (talkers are out). At the count of 10, the leader points to one of the four corners and then opens his or her eyes. Everyone standing in that corner is out and will sit by the leader in the center during the next round. Once the group still actively playing narrows to 3–4 players, they must each choose a different corner. The last person left

## GOING DEEPER

is the winner!

- Did you have a strategy for playing this game?
- > How did it feel to be out?

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How do you respond to challenges, failures, and successes that may occur at random?