

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 is the winner!

GOING DEEPER

- › Did you have a strategy for playing this game?
- › How did it feel to be out?
When you were out, were you able to find another role?
- › How do you respond to challenges, failures, and successes that may occur at random?

BLOB TAG

TIME 15–30 minutes

SUPPLIES

- › Masking tape

SET UP Mark boundaries for a large play area in which players can run and move.

THE GAME Choose two pairs of players to hold hands and be “blobs.” Remaining players spread throughout the play area. When you give the signal, the two blob pairs chase players while keeping their hands joined. When the blobs tag a player, that player must join the blob chain, becoming part of the blob. Play continues until all players become part of a blob chain. Once two large chains have formed, you can have them hook up into one chain and move players into the next game or activity.

GOING DEEPER

- › “Blob Tag” can be a metaphor for the way people spread their influence and persuade others to join them. How can you use your personal power to influence others in positive ways?
- › If you could get others to support a particular value or idea, what would it be?