

## Games



Play large-group games.  
(25 minutes)

### MATERIALS NEEDED:

- Ball (preferably large and soft)

### LARGE-GROUP GAME: CIRCLE DODGEBALL

**Materials:** Ball (preferably large and soft)

**Object of game:** Players stand in a circle and throw one ball to eliminate other players

**How to play:** Players stand in a circle. One player starts with the ball and throws it at another player. Player must catch it and throw it at another. If the ball touches a player and they do not catch it, that player is eliminated. If a player throws it and it does not hit a player, the thrower is eliminated. Players must throw the ball with two hands and may not raise it above their head to throw. Players may not move their feet (other than to make the circle smaller when a player is eliminated). Players may not throw the ball at the person directly beside them (unless there are 4 players or fewer remaining).

### LARGE-GROUP GAME: INFECTION TAG

**Materials:** None

**How to play:** Players become infected by being tagged by an infector. Once tagged, they join the infectors' team and help tag remaining survivors.

**Safe Zones:** Sometimes, there may be designated safe zones where survivors can temporarily avoid being tagged. However, these zones may have limitations, such as allowing only a certain number of survivors at a time or having a time limit on how long they can stay safe.

**Time Limits or Rounds:** Infection games typically have time limits or rounds to ensure the game remains engaging and doesn't go on indefinitely. At the end of each round, the teams may reset, with surviving players becoming survivors again, and the game continues.

**Variations:** There can be various variations of infection, such as different rules for how players become infected, special abilities for infectors, or different win conditions.

## LARGE-GROUP GAME: SHIP TO SHORE

Materials: None

Object of game: To remain in the game after everyone else is called “out”

How to play: Designate one side of the gym as “ship” and the other side as “shore”. When you call “ship”, all the students need to get to that side as fast as possible. The last one there is called out. The same applies when you call “shore”. You may also call the following things, and the last person or group to do the action indicated will be out:

“Captain’s coming”—Students must stand at attention and salute. They must stay this way until you say “at ease”. If they move before you say “at ease”, they are “out”.

“Hit the deck”—Students must lie down on their stomachs.

“Captain’s table”—Students must get in a group of four, sit down in a circle, and pretend to eat.

“Crow’s nest”—Students must get in a group of three students and stand back-to-back with arms linked.

“Man overboard”—Students must find a partner. One partner goes down on his or her hands and knees. The other partner puts one foot on the first person’s back.

Play continues until there is only one person left in the game.