

BUST A RHYME

READY

EQUIPMENT:

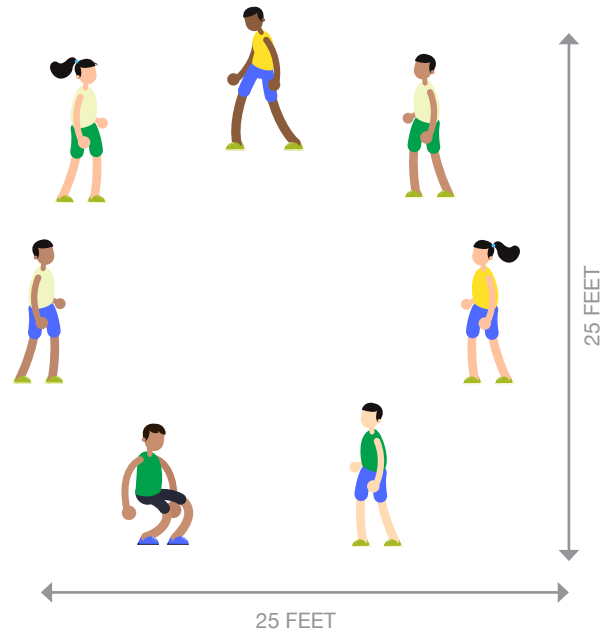
NONE

SET-UP:

PLAYERS FORM A CIRCLE

NUMBER OF PLAYERS: 5+

TIME: 10 MINUTES +



EXPLAIN

- 1 Players form a circle standing 6 feet apart from one another.
- 2 The leader is the rhyme master. The rhyme master says a word, and the person to his or her right is going to say a word that rhymes with it. The rhyme will pass around the circle until it gets back to the leader.
- 3 If the group is successful, then the person to the leader's right becomes the new rhyme master.
- 4 If someone makes a mistake or uses a word that is not in the dictionary, then everyone will do five squats. In this instance, the player who made the mistake will become the new rhyme master.

✓ **For Understanding:**

- Which way does the rhyme pass?
- What happens if a player makes a mistake?

GAME TIP:

- Put a time limit on how long players have to think of a rhyme.

CONFLICT RESOLUTION TIP:

- Play rock-paper-scissors if there are any disputes.

CATEGORY:
BEGINNER

ENVIRONMENT:

AUDITORIUM,
CAFETERIA,
CLASSROOM,
GYMNASIUM,
HALLWAY,
LIBRARY,
PLAYGROUND

GRADES:

K-5

FITNESS FOCUS:



BACK-UP GAMES:

ANIMAL FARM
HIDING NEMO
HIGH WIRE

PLAY → REP IT OUT!

- **EASY:** Players say two words that rhyme.
- **MEDIUM:** The rhyme must make it around the circle twice.
- **HARD:** The rhyme must make it around the circle three times.