

DO AS I SAY, NOT AS I DO

READY

EQUIPMENT:

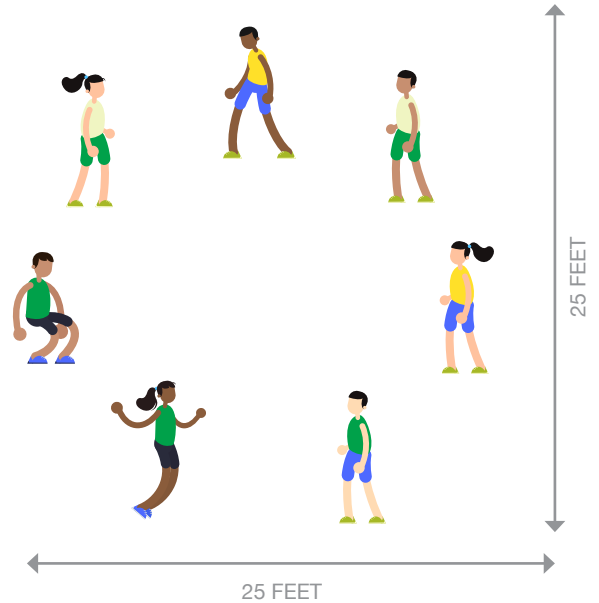
NONE

SET-UP:

PLAYERS FORM A CIRCLE

NUMBER OF PLAYERS: 5+

TIME: 10 MINUTES +



EXPLAIN

- 1 Players form a circle standing 6 feet away from one another.
- 2 The leader will select one person to start the game. The selected player will turn to the person on his or her left and say, "I am doing [insert verb]." For example, "I am brushing my teeth." However, the player will act out a difference action. For example, he or she will pretend to climb a ladder.
- 3 The person on his or her left will then act out the action that was spoken aloud but say a different action. In this example, the player would pretend to brush his or her teeth but say something else, like, "I am walking a dog."
- 4 Players must make it around the circle without making a mistake. If someone does make a mistake, then the whole circle must do the action that was said and run in place for 10 seconds.

✓ **For Understanding:**

- What do you do when you say what you are doing?
- What do you do when you are told what someone else is doing?

GAME TIP:

- Alter the pace of play depending on how the group is faring.

CONFLICT RESOLUTION TIP:

- Only the leader can judge whether there has been a mistake or not.

CATEGORY:
BEGINNER

ENVIRONMENT:

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

GRADES:

K-8

FITNESS FOCUS:



BACK-UP GAMES:

ANIMAL FARM
 HIDING NEMO
 HIGH WIRE

PLAY → REP IT OUT!

- **EASY:** Have a goal time for players to make it around the circle.
- **MEDIUM:** All players must remember and perform what everyone has said.
- **HARD:** All players must remember and perform what everyone has said and done.