

# HUNGRY WOLF

## READY

**EQUIPMENT:**

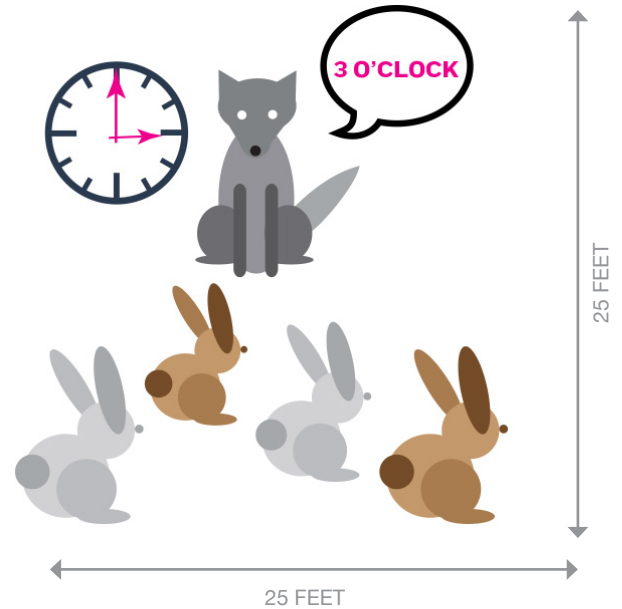
NONE

**SET-UP:**

PLAYERS FORM A CIRCLE

**NUMBER OF PLAYERS:** 4+

**TIME:** 10 MINUTES +



## EXPLAIN

- 1 Instruct players to form a line standing 6 feet apart from each other. Players are the bunnies and the facilitator is the wolf. The goal is for the bunnies to avoid being tagged by the wolf.
- 2 To start, the facilitator says, “Hungry wolf, hungry wolf what time is it?” Whatever time the wolf says is the number of steps the bunnies take toward the wolf. For example: six o’clock = six steps.
- 3 If the wolf says, “It’s dinnertime,” the bunnies must run back to the start line before the wolf.
- 4 If the wolf gets to the line before a bunny, the bunny becomes a wolf and races the other bunnies.
- 5 The game ends when everyone becomes a wolf.

✓ **For Understanding:**

- What do players have to ask the wolf?
- What do you do when the wolf says DINNERTIME?

**GAME TIP:**

- Have the last bunny be the first wolf for the next round.

**CONFLICT RESOLUTION TIP:**

- Make sure students tag lightly with two fingers.

## PLAY → REP IT OUT!

- **EASY:** walk.
- **MEDIUM:** Hop on two foot.
- **HARD:** Skip.

**CATEGORY:**  
BEGINNER

**ENVIRONMENT:**  
GYMNASIUM,  
HALLWAY,  
PLAYGROUND

**GRADES:**  
K-8

**FITNESS FOCUS:**



**BACK-UP GAMES:**  
ANIMAL FARM  
HIDING NEMO  
HIGH WIRE