recess Enhancement program
Ready
EQUIPMENT:
CONES
SET-UP:
PLAYERS FORM A CIRCLE
NUMBER OF PLAYERS: 10+
TIME: 15 MINUTES +

## EXPLAIN

1 Form a circle and stand 6 feet away from each other. The facilitator will place a cone in front of you. After set up is complete, the facilitator will stand in the middle of the circle and will be the first caller.


2 The caller shouts a fact about himself or herself. Example: All my neighbors wearing black shoes.

3 Everyone wearing black shoes must find a new cone in the circle, including the caller.
4 The person left without a cone becomes the caller. Be creative with commands.

## $\checkmark$ For Understanding:

- Who is the person in the middle?
- What do you do when the "Caller" calls out a command?


## GAME TIP:

- Have the caller do five jumping jacks before saying command.


## CONFLICT RESOLUTION TIP:

- Use rock-paper-scissors if two players get to a cone at the same time.


## OUTDOOR TIP:

- Use cones instead of chairs.


## CATEGORY:

CIRCLE

ENVIRONMENT:
AUDITORIUM
CAFETERIA
CLASSROOM
GYMNASIUM
HALLWAY
LIBRARY
PLAYGROUND
GRADES:
3-8
$\mathbf{P}_{\text {LAy }} \rightarrow$ REPIT OUt!
EASY: Walk.
OMEDIUM: Hop on 2 feet.
HARD: Skip.

FITNESS FOCUS:

BACK-UP GAMES:
ANIMAL KINGDOM
NAME AND MOTION
SQUEEZE

