## R

EADY
EQUIPMENT:
NONE
SET-UP:
CIRCLE
NUMBER OF STUDENTS: 15 +
TIME: 15 MINUTES +

## EXPLAIN

1 Let's form a circle! Remember what number I give you.
2 One person will be "it" and stand in the middle of the circle.
3 I am going to call two numbers. When you hear your number called, switch spots before "it" gets to an open spot.

4 The student left without a spot becomes "it."

## $\checkmark$ For Understanding:

- What do you do when your number is called?
- Where do you go if you're left without a spot?


## GAME TIP:

- Have students say their number out loud.


## CONFLICT RESOLUTION TIP:

- Have students high-five when switching places.


## OUTDOOR TIP:

- Create more circles for a large number of students.


## $\mathrm{P}_{\mathrm{LAY}} \rightarrow \mathrm{RE} \mathrm{C}$ IT OUT!

EASY: Have students hop.
OMEDIUM: Call more than 2 numbers.
-HARD: Have students face away from "it."


CATEGORY:
CIRCLE
ENVIRONMENT:
GYM

GRADES:
K-5

FITNESS FOCUS:


BACK-UP GAMES:
TAKE THAT SPOT

