

ALIEN

READY

EQUIPMENT:

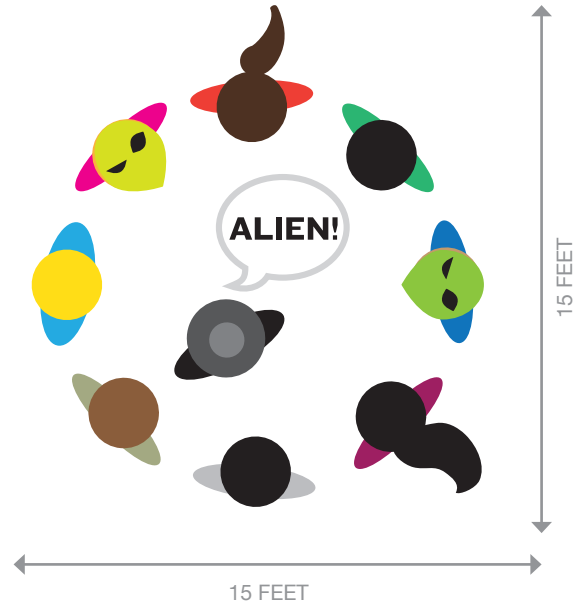
NONE

SET-UP:

PLAYERS FORM A CIRCLE

NUMBER OF PLAYERS: 8-12

TIME: 15 MINUTES +



EXPLAIN

- 1 Form a circle and stand 6 feet away from each other. Keep your eyes closed while the facilitator picks three aliens and one detective, using his or her toe to tap. If you are tapped on your toe twice, you are an alien. If you are tapped on your toe once, you are the detective.
- 2 The detective stands in the middle of the circle. His or her goal is to find the aliens.
- 3 The aliens will zap others by winking at them. Players who are zapped must sit down.
- 4 The detective has three chances to guess the aliens. After three guesses, the aliens are revealed.
- 5 The facilitator chooses new aliens and detectives, and the game begins again.

✓ **For Understanding:**

- How do you know if you are an “Alien” or “Detective”?
- What do you do when your zapped?”

GAME TIP:

- Tell players not to give away the “Aliens.”

CONFLICT RESOLUTION TIP:

- Have students Wi-fi each other.

PLAY → REP IT OUT!

- **EASY:** “Aliens” can point.
- **MEDIUM:** Have 2 “Detectives.”
- **HARD:** Have 1 “Alien.”

CATEGORY:
 CIRCLE

ENVIRONMENT:
 HALLWAY,
 CLASSROOM,
 PLAYGROUND,
 CAFETERIA, LIBRARY,
 GYM, AUDITORIUM

GRADES:
 3–8

FITNESS FOCUS:



BACK-UP GAMES:
 COUNTDOWN
 POPCORN
 RED HANDED