

ALIEN, TIGER, COW

READY

EQUIPMENT:

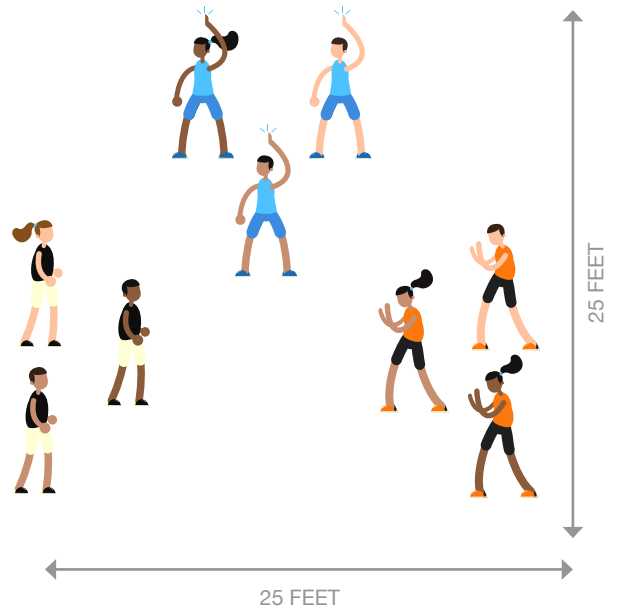
NONE

SET-UP:

PLAYERS FORM A CIRCLE

NUMBER OF PLAYERS: 10+

TIME: 10 MINUTES +



EXPLAIN

- 1 Players form a circle standing 6 feet away from each other.
- 2 On the count of three, players choose to be one of three characters.
 - Alien: Players say, “bleep, bleep, bleep,” and put their fingers on their head like antennas.
 - Tiger: Players say, “roar,” like a tiger and pretend their hands are claws.
 - Cow: Players say, “moo,” like a cow and pretend their hands are cow utters on their belly.
- 3 The group with the least number of characters is out. For example, if there were four aliens, seven tigers, and three cows, then the cows would be out. All cows do five jumping jacks and leave the circle.
- 4 The game continues until only one or two players are left.

✓ **For Understanding:**

- How do players get out?
- What sound does the cow make?

GAME TIP:

- Demonstrate the movements and sounds for alien, tiger, and cow.

CONFLICT RESOLUTION TIP:

- Participants can play rock-paper-scissors from a distance.

CATEGORY:
 BEGINNER

ENVIRONMENT:

AUDITORIUM,
 CAFETERIA,
 GYMNASIUM,
 HALLWAY,
 PLAYGROUND

GRADES:

3–8

FITNESS FOCUS:



BACK-UP GAMES:

ANIMAL FARM
 HIDING NEMO
 HIGH WIRE

PLAY → REP IT OUT!

- **EASY:** No elimination; everyone has to become the same character.
- **MEDIUM:** Add one new character.
- **HARD:** Add two more characters.