

HIGH WIRE

READY

EQUIPMENT:

TAPE

SET-UP:

PLAYERS FORM A LINE

NUMBER OF PLAYERS: 2 +

TIME: 10 MINUTES +

EXPLAIN

- 1 Players line up and stand 6 feet away from each other.
- 2 Players imagine they are in the circus on the high wire (line of tape)!
- 3 Players' feet must stay on the high wire (line of tape) and follow the leader's directions.
- 4 Players must pay attention to the person in front of them so they are not too close to each other.
- 5 If a player steps off the high wire, he or she does five star jumps, then rejoins the game!

✓ **For Understanding:**

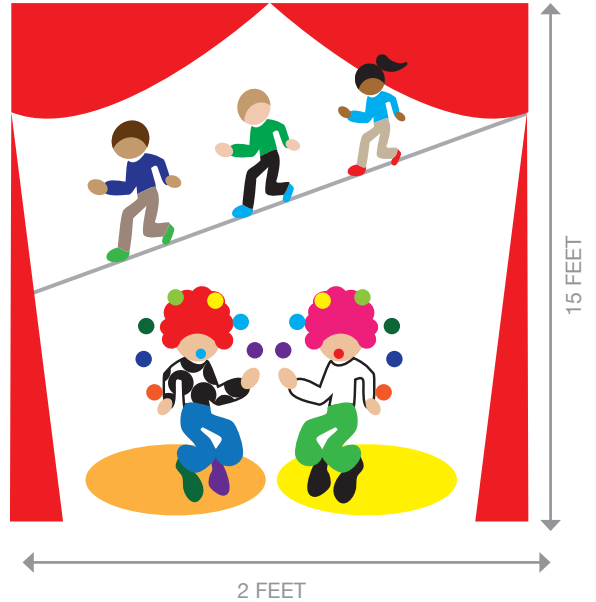
- Where must a each player's feet stay?
- What happens if a player steps off the high wire?

GAME TIP:

- The facilitator leads the group on the high wire.

CONFLICT RESOLUTION TIP:

- Play without elimination to avoid players becoming idle.



CATEGORY:

BEGINNER

ENVIRONMENT:

AUDITORIUM,
 CAFETERIA,
 CLASSROOM,
 GYMNASIUM,
 HALLWAY, LIBRARY,
 PLAYGROUND

GRADES:

K-2

FITNESS FOCUS:



BACK-UP GAMES:

CLAP AND MOVE
 EXPLORERS
 HIDING NEMO

PLAY → REP IT OUT!

- **EASY:** Walk
- **MEDIUM:** Hop on two feet
- **HARD:** Balance on one foot