

JEDI MIND TRICK

READY

EQUIPMENT:

CONES

SET-UP:

PLAYERS FORM A CIRCLE

NUMBER OF PLAYERS: 10+

TIME: 15 MINUTES +

EXPLAIN

- 1 Players form a circle standing 6 feet away from each other. Place a cone in front of each player.
- 2 The leader will pick the first jedi, who will stand in the middle and tell everyone to look down, then to look up.
- 3 If you make eye contact with another player when you look up, you must quickly switch spots.
- 4 The jedi will try to take a player's spot by getting to the empty cone first.
- 5 The player left without a spot becomes the next jedi.

✓ **For Understanding:**

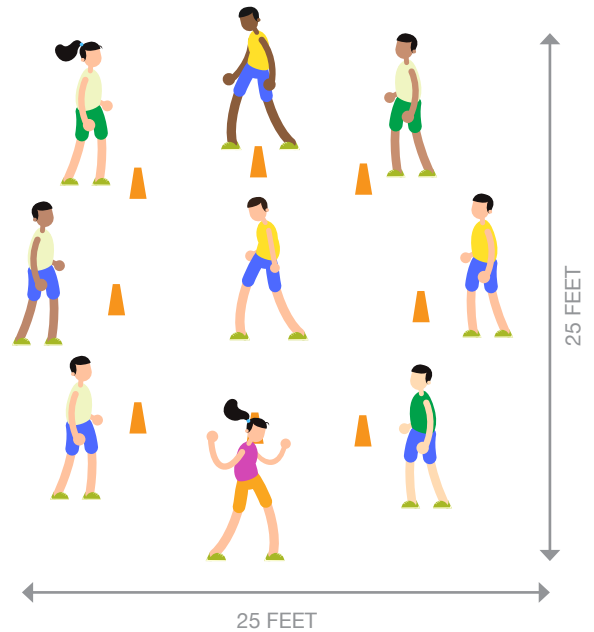
- When can you switch spots?
- When do you become a jedi?

GAME TIP:

- Have the jedi do five jumping jacks before the next round.

CONFLICT RESOLUTION TIP:

- Use rock-paper-scissors to settle disputes.



CATEGORY:
 BEGINNER

ENVIRONMENT:

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

GRADES:

3-8

FITNESS FOCUS:



BACK-UP GAMES:

ANIMAL FARM
 HIDING NEMO
 HIGH WIRE

PLAY → REP IT OUT!

- **EASY:** Skip.
- **MEDIUM:** Hop on one foot.
- **HARD:** Have two jedi.