

# SPLAT

## READY

**EQUIPMENT:**

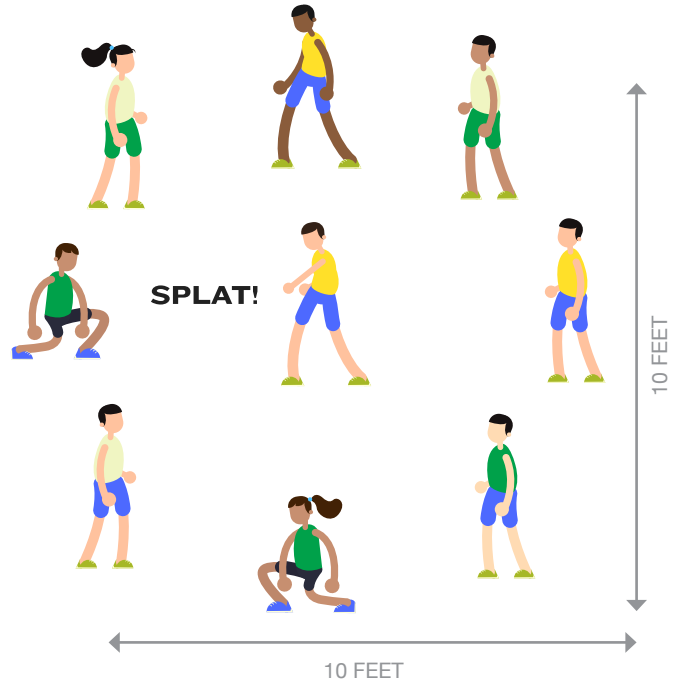
NONE

**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. The leader will stand in the middle.
- 2 The leader splats someone by clap-pointing at them while saying, “splat!” That player must duck.
- 3 The two players on each side of the player who duck turn and splat each other.
- 4 The last player to splat does five jumping jacks and rejoins the game.
- 5 If the player who is supposed to duck messes up, he or she does five jumping jacks, then rejoins the game.

✓ **For Understanding:**

- What do you do if the leader splats you?
- What do you do if the player next to you ducks?

**GAME TIP:**

- Play an elimination round with older children.

**CONFLICT RESOLUTION TIP:**

- Have an eliminated player be in the middle.

**CATEGORY:**  
 ACTIVE LISTENING

**ENVIRONMENT:**  
 AUDITORIUM,  
 CAFETERIA,  
 CLASSROOM,  
 GYMNASIUM,  
 HALLWAY, LIBRARY,  
 PLAYGROUND

**GRADES:**  
 3–8

**FITNESS FOCUS:**



**BACK-UP GAMES:**

SIMON SAYS  
 SWITCH, CHANGE,  
 ROTATE  
 TWIZZLE

## PLAY → REP IT OUT!

- **EASY:** Players walk in a circle.
- **MEDIUM:** Add lunges to clap-pointing motion.
- **HARD:** Stand on one foot while waiting.