

SWITCH, CHANGE, ROTATE

READY

EQUIPMENT:

NONE

SET-UP:

PLAYERS MAKE GROUPS OF 3

NUMBER OF PLAYERS: 15 +

TIME: 10 MINUTES +

EXPLAIN

- 1 Make groups of 3 standing 6 feet away from each other.
- 2 Line up standing far apart from each other and face me.
- 3 You will hear a series of commands to follow.
 - When I say SWITCH the first and last players change places.
 - When I say CHANGE the entire group turns and face the other direction.
 - When I say ROTATE the first player goes to the end and the middle player becomes the new leader.
- 4 Do five jumping jacks if you mess up to rejoin the game!

✓ **For Understanding:**

- What do you do when I say 'ROTATE'?
- What do you do if you mess up?

GAME TIP:

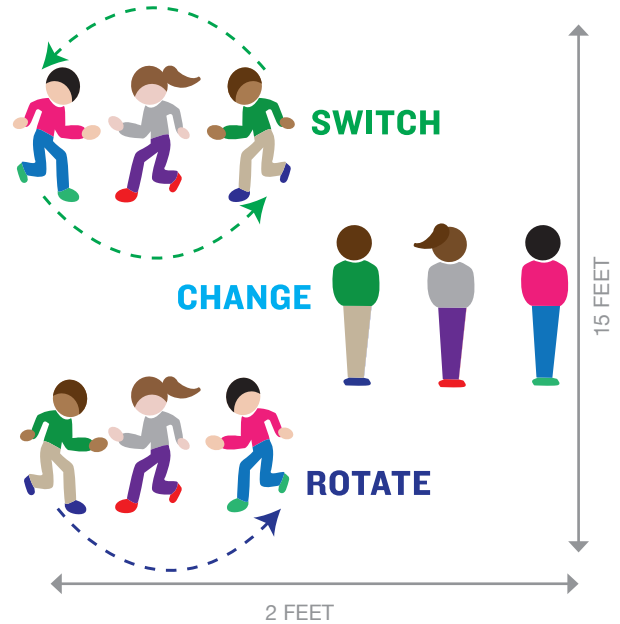
- Have players demonstrate the game before playing.

CONFLICT RESOLUTION TIP:

- Have different players be the leader and call out the commands.

OUTDOOR TIP:

- Make groups of 5 or more.



CATEGORY:

ACTIVE LISTENING

ENVIRONMENT:

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

GRADES:

K-5

FITNESS FOCUS:



BACK-UP GAMES:

COMMUNITY
GROCERY STORE
TWIZZLE

PLAY → REP IT OUT!

- **EASY:** Say the commands slowly.
- **MEDIUM:** Players run in place.
- **HARD:** Add different movements into the series of commands.