

# FOUR CORNERS

## READY

**EQUIPMENT:**

NONE

**SET-UP:**

SQUARE OR RECTANGLE BOUNDARY

**NUMBER OF PLAYERS:** 2+

**TIME:** 10 MINUTES +

## EXPLAIN

- 1 Instruct players to pick a corner to start from. One person will stand in the middle and be the caller.
- 2 Players must move to another corner before the caller counts down from 10 with their eyes closed.
- 3 Keeping his or her eyes closed, the caller will choose a corner. The players in that corner will do five jumping jacks.
- 4 If a player did not make it to a corner before the countdown ended, he or she will do jumping jacks too.
- 5 If the caller picks an empty corner, he or she will do jumping jacks.

✓ **For Understanding:**

- How many corners are there?
- What happens when your corner gets called?

**GAME TIP:**

- Not enough corners? Pick four designated spots or items in your room that players can head to. Make sure the caller knows where those spots are so he or she can point to the appropriate area.

**CONFLICT RESOLUTION TIP:**

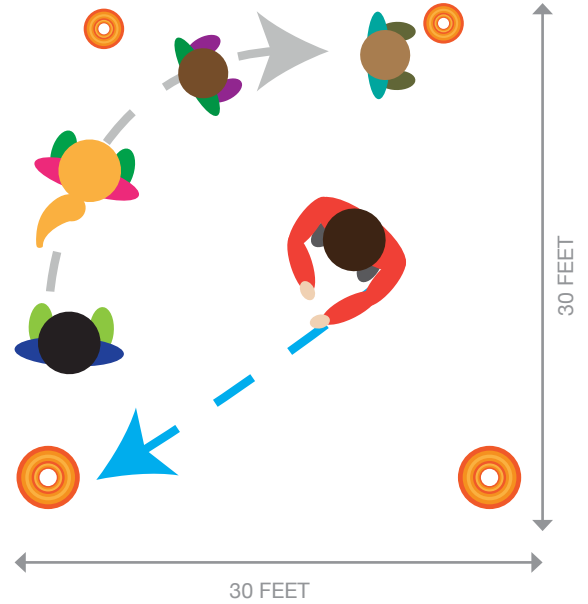
- Use Rock-Paper-Scissors to solve disagreements.

**OUTDOOR TIP:**

- Create a larger distance between cones.

## PLAY → REP IT OUT!

- **EASY:** Players must walk.
- **MEDIUM:** Players must hop on two feet.
- **HARD:** Players must hop on one foot.



**CATEGORY:**  
 ACTIVE LISTENING

**ENVIRONMENT:**  
 ANY SPACE INDOORS

**GRADES:**  
 K-5

**FITNESS FOCUS:**  
 

**BACK-UP GAMES:**  
 ANIMAL KINGDOM  
 GROCERY STORE  
 SWITCH