

TEMPLE RUNNER

READY

EQUIPMENT:

NONE

SET-UP:

PLAYERS STAY IN THEIR SEATS

NUMBER OF PLAYERS: 10+

TIME: 10+ MINUTES

EXPLAIN

- 1 Grab a seat! A leader should be selected and facing all players.
- 2 We are looking for an ancient temple containing treasure, but there are a lot of obstacles guarding it that we will have to overcome. To get to the treasure, players must stay in their seats.
- 3 A facilitator will call a series of commands:
 - RUN: Move your feet as quickly as you can (as if you were running away from monsters guarding the temple).
 - STOP: Stop moving your feet.
 - REACH UP: Reach your arms up to collect coins.
 - LEAN: Lean your body to one side to stay on the temple path.

✓ **For Understanding:**

- What do you do when I say 'REACH UP'?
- Do you move from your seat?

GAME TIP:

- Stories make everything more interesting. Create a storyline for your adventure to help keep kids engaged. Unsure of where to start? Look for inspiration from your favorite books or movies, or by asking the players themselves where they would like to head.

CONFLICT RESOLUTION TIP:

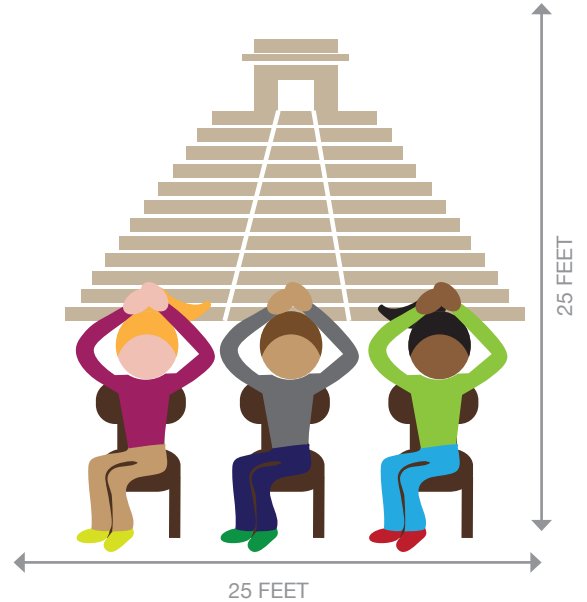
- If a player makes a mistake, have him or her do four shoulder rolls to rejoin the game.

OUTDOOR TIP:

- Have players do movements within the boundaries.

PLAY → REP IT OUT!

- **EASY:** Keep players seated.
- **MEDIUM:** Have players stand for certain movements.
- **HARD:** Add different movements into the series of commands.



CATEGORY:

ACTIVE LISTENING

ENVIRONMENT:

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

GRADES:

K-5

FITNESS FOCUS:



BACK-UP GAMES:

PS RUMBLE

SIMON SAYS

UP, DOWN, JUMP,
CLAP