

SUBMITTED BY
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ON
2014.11.09

★ ★ ★ ★ ★
Keine Stimmen

Simson game



A little game on the story of Samson.
(Bible; Judges 13-16)

The principle is similar to the game Scissors, Rock, Paper.

data

- **Group size**: 7+
- **Playing time:** approx. 5-10 min
- **Material:** none
- **Leader:** a game leader

Procedure

Divide the children into two groups. You position one group on one side of the playing field and the other on the opposite side. The game leader stands in the middle

The groups each have time to come up with a person. They can choose Samson, Delila, or Lion.

The groups have time to come up with a person

When the groups have decided, the game leader calls out a number of steps, which the players then take toward the center of the board.

Once the steps are taken, the character chosen is played.

- Simson shows his muscles and says "Hoh!"
- Delila cuts an elegant figure and says "Uh!"
- The lion shows his claws and says "Grr!"

The rule is that the Simsons can catch the lions, the lions can catch the Delilas, and the Delilas can catch the Simsons. The group that is caught must run back to their side. The people who were caught change sides and thus change groups.

The whole game should be repeated several times. In the end, the larger group has won.

The whole game should be repeated several times

Image credits

- **Title image:** Provided by ML3000 (ml.3000 (at) hotmail.com)

Similar game

A similar game on the theme of knights, fairy tales, etc. is Princess, Prince, Dragon.

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