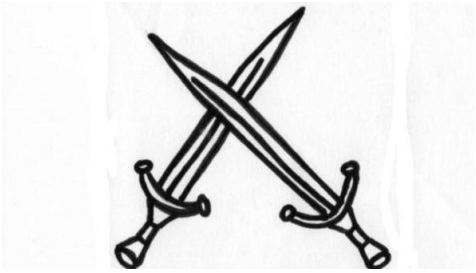
SUBMITTED BY
Hesi07

ON
2012.10.26

★ ★ ★ ★ ★
Keine Stimmen

Ready for a duel?



Appropriate duels allow physically weaker players to triumph against stronger ones, as tactics, skill and, in some cases, chance play a key role. Here are a few ideas for exciting duels.

Material

- none

Show me your fingers!

- In this game, two people stand opposite each other and hide their hands behind their backs.
- Now one person says "even", while the other says "odd".
- Then, on a signal, they put their hands out in front of them. They use their fingers to indicate a number between 0 and 10.
- These two numbers are then added together and, depending on the result, the person who guessed correctly at the beginning wins
- For example, if the sum of the two numbers is even, the person who previously said "even" wins.

Gap filler

- Two people stand 5 paces apart and face each other.
- Now one person shouts "Hay!" and places one foot directly in front of the other.
- The other person says "Straw!" and also places one foot in front of the other.
- The person whose foot no longer fits into the gap loses.

Granny, warrior, dragon

- This game is similar to "Rock, Paper, Scissors" and is suitable for two groups.
- The two groups stand opposite each other (approx. 3-4m apart) and discuss in secret which figure they want to represent. They have the following to choose from:
- "***Grandma***": raises her index finger reprovingly and turns in a circle.
- "***Warrior***": Stands in a fighting pose and swings his imaginary sword.
- "***Dragon***": Spreads out his arms and lets out his most terrifying roar.
- **Winning rules**: The grandma is eaten by the dragon, but defeats the warrior by rebuking him and thus intimidating him. The warrior kills the dragon with his sword.
- At a signal, both teams simultaneously assume the posture of the character they have chosen.

- The team whose character is defeated must now turn around as quickly as possible and flee behind a previously determined boundary line. The winning team tries to catch as many opposing players as possible by touching them before they cross the line.
- The caught opponents must now switch to the other team. A new round can begin!
- As soon as a group has no more players, the game ends.

Proof of source

- Cover picture: Theresa Kluding

Weitere Informationen

Categories
Games and activities

Tags
Duel

Age
8–12 years
13–16 years
from the age of 16

Number of participants
1–20

Bible
This information is missing.

Duration
No data available.

Material
None

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