SUBMITTED BY
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ON
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★ ★ ★ ★ ★
Keine Stimmen

Simulation Game



This unique game of hide-and-seek requires not only speed but also good spatial awareness.

Materials

- paper and a pen, if needed

Preparation

- Find a suitable location

Procedure

- Form two groups of equal size.
- Group A must wait about 20 meters away from the starting point.
- Group B chooses a hiding spot together and draws the path to it on the ground, in the sand, or on a piece of paper.
- Now Group B gives the starting signal and hides at the agreed-upon location.
- After the starting signal, Group A counts to 100. Then they run back to the starting point and study the map.
- Now the search begins.
- If Group B is found, both groups must run back to the starting point as quickly as possible.
- The last member of each group to arrive may erase or tear up the map.
- The group whose member succeeds in doing this wins.

References

- Cover image: Theresa Kluding

Weitere Informationen

Categories
Games and activities

Tags
A game of hide and seek

Age
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Number of participants
No data available.

Bible
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Duration
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Material
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