

Animal Attribute Game

Each student thinks of animal to be (they stay this animal through out the game.) The captain calls out an attribute (four legs) and all animals with four legs try to run to the opposite end of the area. If they are tagged they turn into trees--must stay in place, but are able to tag (without moving feet) for the next call. On the second and all future calls animals run from both directions---You can keep calling until one animal remains (or some pre-determined number) and then start again. Captain calls a new attribute and students try to reach opposite goals for the remainder of the game.