



Nod And Go

Challenges

Choosing
Who To
Switch With

Choosing
When To
Switch

Steal An
Open Spot

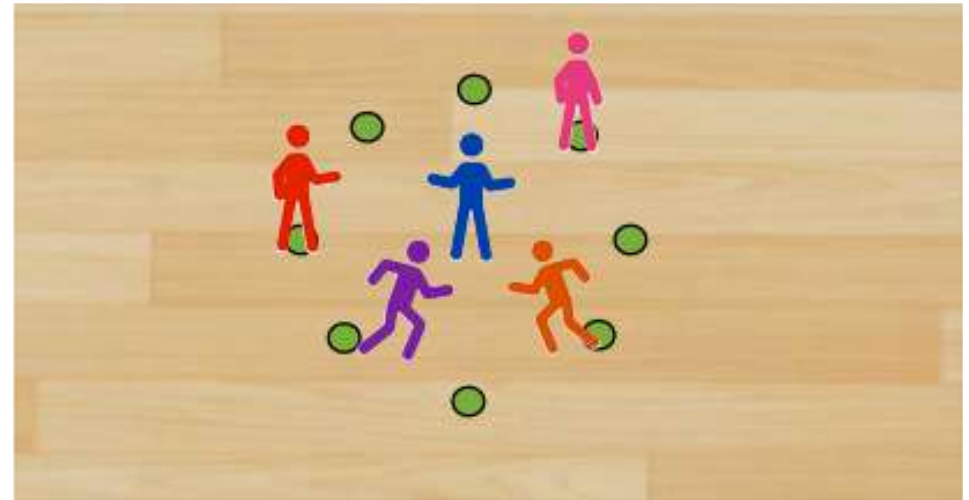


Rules of Play

- Form a circle about 15 feet in diameter (make it larger or smaller to compensate for more or less players) and place spot markers around the circle with one fewer than the number of students
- Instruct the students that there is no running in this game, they may only walk. Tell them this is a game of communication without talking and their objective is to change spots in the circle with another player.
- The players will communicate with each other by nodding their heads. The extra student will stand inside the circle and will try to obtain the extra an open spot when the students change places.
- Play is continuous with students attempting to change spots with the players they nodded to. It is important for students to understand that they cannot always exchange spots with players they nodded to because others may take their spot first, this adds risk to the game.

Variations and Progressions

- Add an exercise for the player left without a spot to slow down the pace of the game. Play would stop until the person in the middle does his or her assigned exercise.
- To make the game for difficult use other means of communication (winking, foot tapping, clapping) and/or remove an additional spot after a few minutes of play resulting in more students in the middle.



Game Info

Equipment

Spot Markers

Safety

If the game becomes too aggressive, stop the game and discuss what occurred and the changes that need to be made to make the game safer to play

Discussion

How should you choose which person you want to switch with?

When should you switch with the person you nodded to?

As the player in the middle, what is the strategy to steal a spot?