



Quick Line Up

Challenges

Communicate
Effectively

Line Up
Correctly

Speedy
Movement

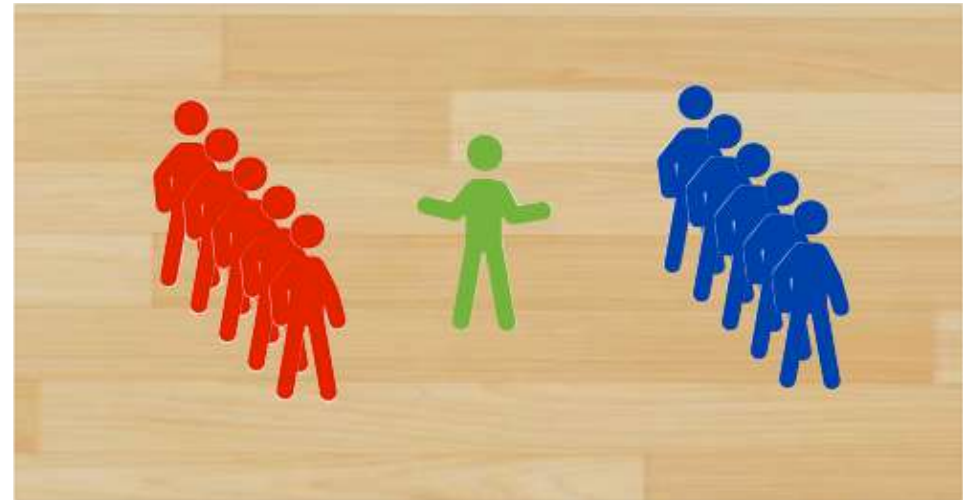


Rules of Play

- Divide class into four even teams. Have each team stand in a line shoulder to shoulder in order of the shortest student to the tallest student.
- With the four teams standing shoulder to shoulder, they should form a square, and the instructor will stand in the middle of the square. With the teacher in the center of the square, one team will be facing directly in front of the teacher, one team will be right of the teacher, one team will be on the left, and the last team will be in back of the teacher.
- Instruct the students to remember exactly their position within their team (ex. 3rd from end, 1st on left side, etc), as well as, their position to the teacher (front facing, rear facing, etc). For example: "Michael is third in line and is always on the right of the teacher." Once the students have memorized their position the instructor will spin around and face a new direction and then shout "Quick! Line Up."
- Each team must quickly reassemble into their original order in the line and the position related to the teacher. The first team to line up back in the original order wins a point.

Variations and Progressions

- The instructor can leave the square and move to a new location in the gym, the students then must hurry and set up in the new location.



Game Info

Equipment

None

Safety

Students need to be careful when moving around to not run into their teammates or other students when they are attempting to line up in a new position.

Discussion

What is the best way to communicate instructions as a team?

How did your team know how to line up in the right order?

How did your team move without running into other people?