



Smaug's Jewels

Challenges

Communication

Teamwork

Misleading
Signals

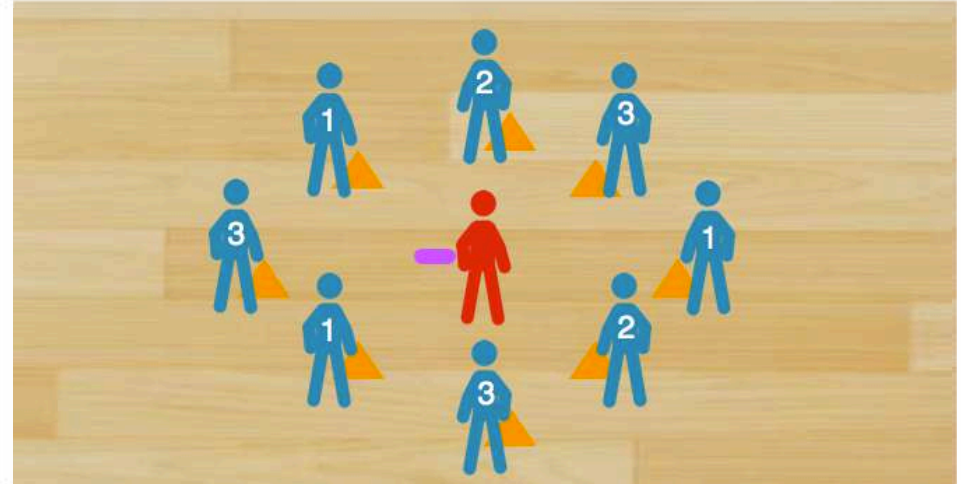


Rules of Play

- Create a circle with cones and place a soft object (e.g. foamie) in the middle (this is the “jewel”).
- Place one player at each cone (this is their base) and give each player a number between 1 and 3.
- One player is selected as Smaug (a dragon)
- Call out a team's number. The players on that team must work together to try to steal Smaug's Jewel and get back to their base without being tagged. If a player is tagged, that team's turn is over.
- If a team is successful, or if Smaug successfully guards his jewel after several attempts, select a new player to be Smaug.

Variations and Progressions

- Have students play as individuals (no teams). If a player is tagged by Smaug, they remain frozen. If all players become frozen, Smaug wins.
- Add additional jewels/multiple Smaugs
- Increase the size of the playing area.



Game Info

Equipment

Cones, Foamies, Pinnies (to divide teams)

Safety

Remind students to move with their head up as to not bump into other students when running

Discussion Questions

What are different ways to communicate with your teammates?

What are different ways you can distract/trick Smaug?

What can Smaug do to better defend his jewel?