

The Hunger Games

Class Game

Objective: Students will recreate Katniss' experiences in The Hunger Games by participating in a real life Hunger Games.

Goal: To be the last "Tribute" standing.

Materials:

Flag Football Flags (not the blet): this is the Tributes life

Hula-Hoops (one for each student): Tribute Starting Podium

Pool Noodles: Weapons in the Cornucopia

Nerf Swords: Weapons in the Cornucopia

Soft, squishy balls: Weapons in the Cornucopia

Nerf Guns: Weapons in the Cornucopia

Extra Bullets: Placed in baggies in the Cornucopia

Large and Extra Large Box: used as a table for the "Cornucopia"

Penny (15-20): for the "Mutts"

Cones: to mark the "Death Pit" location

Set-Up:

My school is right next to a park with a large grass area and playground area. I used this as my arena, but you could use your school field and add some obstacles.

In the center of the large field build and stock the Cornucopia. Place the higher demand weapons (Nerf Guns, extra bullets, a few extra flags for additional lives, ect.) in the cornucopia (since I used boxes, I placed the items on top of the boxes). Then spread the lesser weapons around the cornucopia outwards the starting podiums. In a circle around the cornucopia, lay the hula-hoops as equally distanced as you can from the cornucopia and each other.

Rules:

~All tributes will receive one flag and agree to the rules before entering the arena. Your flag must be tucked into your waistband or pocket. You may not tie it to your clothing. You also may not tuck it so very little is showing. A good amount of the flag must be showing.

~Once in the circle, no tribute can step out until the countdown reaches "0." If they step out early, they are eliminated.

~No punching, kicking, tripping, pushing, etc. Only provided weapons can be used for offense or defense. No head shots allowed.

~If you lose your flag, you are eliminated. All eliminated tributes must walk out of the arena to the "Death Pit." Eliminated Tributes may be respawned back into the game as a Mutt.

A Mutt is given a penny to identify them as a Mutt and given 2 flags (Mutts are harder to kill than tributes). Mutts not allowed to use any weapon; they are only allowed to take flags from Tributes. Tributes can kill Mutts by taking their flag.

~Weapons can be used to hit arms, legs, torsos, or backs. NO HEAD SHOTS!

~If you a tribute takes your flag you are eliminated.

~If you are holding a weapon and are hit by a weapon, but your flag wasn't taken, you are NOT out. Drop your weapon immediately. If you have two weapons, drop one. Run and find another weapon.

~If you have no weapon and are hit by a weapon, you are out. Go immediately to the Death Pit.

~If you capture a flag from another tribute, you can keep their flag for an extra life. This only applies if you physically take it from them, not if you hit them with a weapon. You may only have two flags maximum. Any extra flags captured must be returned to the Game Maker (aka teacher).

~If you break the rules, you will be eliminated and not allowed to respawn.

~If you hear this sound (megaphone, whistle, ect.), you must freeze immediately and look to the Game Maker for instructions or an announcement.

~The Game Maker can change the rules at any time, so pay attention.

~Identify out of bound areas.