

Inspire! Ice Breakers & Openers



Activity: **Gotcha!**

Overview

"Gotcha!" is an extremely fast-moving tag game where everyone is "it" at the same time. Each round kicks-off with a burst of energy as group members try to tag one another and not be tagged. The purpose of this activity is to have fun and create emotion through playful motion.

Props

- None.

Instructions

- Designate the play area, using cones or natural landmarks. This should be fairly small in relation to your numbers. Bring the group in close for the instructions.
- Point-out the play area and boundaries they must remain within.
- Explain that this is a very fast-paced tag game where everyone is always "it." Everyone may tag and be tagged.
- When a person is tagged or runs out-of-bounds, he or she must kneel-down and freeze where they were tagged.
- Frozen participants can't move but may however lean out and freeze other people who unknowingly get too close.
- If players tag at the same time, they are both frozen.
- Play lasts until only two remain. This happens very fast so frozen players are not out of the action for long.
- Keep the energy high and try not to focus attention on the "winners." Simply shout: "Everyone ready? You better get moving because here we go!"
- Play many rounds and watch as your group comes to life. This is an excellent game to add to a "tag series." Start with "Gotcha!," move on to "Sticky Spot," and then end with "Toilet Tag."
- Spend about 2 to 3 minutes playing each and you can't go wrong.

Safety

As with any activity, you must be aware of the space in which you are playing. Be sure your play-area is clear and free of tripping hazards and potential ankle-benders. Remind group members to tag gently and be careful while moving about. There should be no pushing or shoving.

Variations

Add this twist for a variation: Ask for volunteers to thaw people, rather than to freeze them. These group members work to unthaw as many people as possible and not get frozen in the process. A newly-thawed person may freeze the person who just released him or her, adding an interesting dynamic to the game. How many people will keep the thawing-people safe, and how many will try to freeze these helpers in order to remain the last unfrozen person?