

# 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?