

Inspire! Ice Breakers & Openers



Activity: Round & Round

Overview

Round & Round combines active elements of tag with a healthy dose of cooperative play. Four-person teams sidestep, spin, slide and dodge to keep a chosen member of their group safe from the pursuant fourth team member. This is a fantastic game to play anytime your group is low on energy or simply restless.

Props

- None.

Instructions

- Split your group into small teams of four.
- Each team chooses a “getter” and a “gotter.”
- The “gotter” links hands with the other two team members, forming the “circle-of-friends.”
- The “getter” stands outside the circle.
- The object is simply for the “getter” to tag the “gotter.”
- The “circle-of-friends” is committed to keeping the “gotter” from being tagged. They’ll run around, spinning frantically to keep the “gotter” safe.
- The “getter” may not make a tag through or across the center of the circle.
- When the “getter” tags the “gotter,” the participants switch roles and start again.

Safety

Round & Round requires group members to move quickly, so be sure that groups are playing in an open area free of obstacles and that safety remains a priority. Sometimes the “circle-of-friends” gets carried away trying to keep the “gotter” safe. Watch for rough play and call them on it.

Variations

To make things easier on the “getter,” have the “circle-of-friends” put their hands on each others shoulders, rather than holding hands. This will make the circle smaller and switching faster. Another variation is to allow “getters” to switch to any group they wish. When a “circle-of-friends” encounters a new “getter,” they must reveal the “gotter” in their group. This adds a new dynamic and changes the face of the challenge.