



HIGH WIRE

Players join an imaginary circus and must use their listening skills to walk the high wire.

HIGH WIRE

Who: Grades K-2

Players: 2+

Time: 10 minutes+

Where: Auditorium, cafeteria, classroom, gymnasium, hallway, library, playground

Equipment: Tape

HOW TO PLAY

- Players line up and stand 6 feet away from each other.
- Players imagine they are in the circus on the high wire (line of tape)!
- Players' feet must stay on the high wire (line of tape) and follow the leader's directions.
- Players must pay attention to the person in front of them so they are not too close to each other.
- If a player steps off the high wire, he or she does five star jumps, then rejoins the game!



CHECK FOR UNDERSTANDING

- Where must a each player's feet stay?
- What happens if a player steps off the high wire?

GAME TIP

- The facilitator leads the group on the high wire.

CONFLICT RESOLUTION TIP

- Play without elimination to avoid players becoming idle.

PLAY: REP IT OUT

Easy: Walk

Medium: Hop on two feet.

Hard: Balance on one foot.