

BA-BOOM!

Laughter, physical activity, and a ton of fun are guaranteed while playing Ba-Boom, a popular Recess Enhancement Program (REP) game.

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Who: Grades 3-8

Players: 10+

Time: 10 minutes+

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

Equipment: None

HOW TO PLAY

- Players form a circle, standing 6 feet apart from one another.
- The leader continuously says, “Ba, ba, ba.” Eventually the leader will say, “Boom!”
- When you hear BOOM you can choose to perform one of two actions:
 - BA-BOOM - turn to someone on either side of you and clap-point while saying, “Ba-boom.”
 - DUCK - squat and hold it.
- There are consequences for every action:
 - If you ba-boom someone whose back is turned to you, then he or she does five jumping jacks.
 - If you ba-boom someone who ba-booms you, then you both do five jumping jacks.
 - If you duck while someone tries to ba-boom you, then the ba-boom passes over your head to the person next to you.
 - If no one ba-booms anyone, then everyone does five jumping jacks!



CHECK FOR UNDERSTANDING

- What happens if someone ba-booms you in the back?
- What happens if no one ba-booms anyone?

GAME TIP

- Make sure to practice the commands and actions so that students are set up for success.

CONFLICT RESOLUTION TIP

- Have students play rock-paper-scissors if there are any disagreements.

PLAY: REP IT OUT

Easy: Mix up BOOM with words that rhyme.

Medium: Add SHIELD - players turn to someone on either side of them and put both hands up with their palms facing inward. If a player ba-booms a shield, then nothing happens.

Hard: Add MIRROR - players turn to someone on either side of them and put both hands up with their palms facing outward. If a player ba-booms a mirror, then he or she must ba-boom the opposite way.