

BUST A RHYME

Kids test their rhyming skills while getting active in this popular Recess Enhancement Program (REP) game, Bust a Rhyme.

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Who: Grades K-5

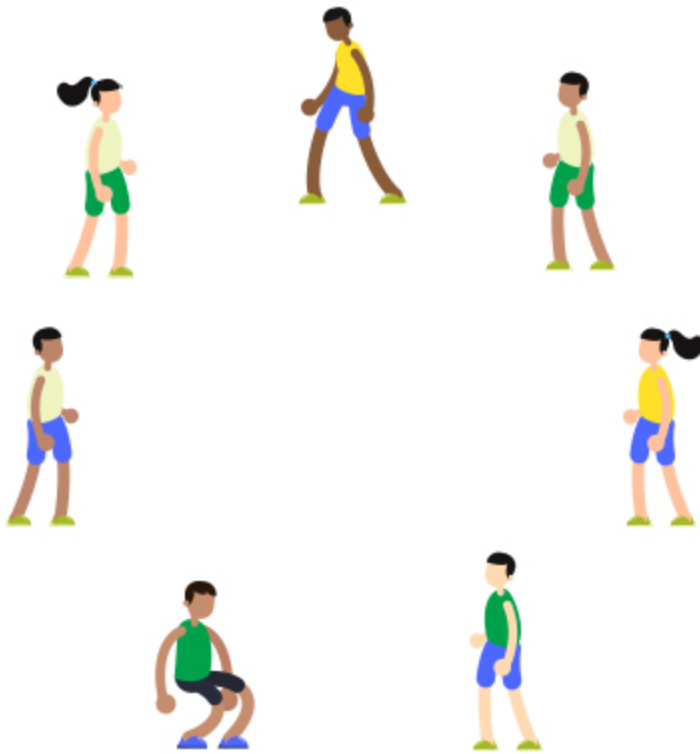
Players: 5+

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 is the rhyme master. The rhyme master says a word, and the person to his or her right is going to say a word that rhymes with it. The rhyme will pass around the circle until it gets back to the leader.
- If the group is successful, then the person to the leader's right becomes the new rhyme master.
- If someone makes a mistake or uses a word that is not in the dictionary, then everyone will do five squats. In this instance, the player who made the mistake will become the new rhyme master.



CHECK FOR UNDERSTANDING

- Which way does the rhyme pass?
- What happens if a player makes a mistake?

GAME TIP

- Put a time limit on how long players have to think of a rhyme.

CONFLICT-RESOLUTION TIP

- Play rock-paper-scissors if there are any disputes.

PLAY: REP IT OUT

Easy: Players say two words that rhyme.

Medium: The rhyme must make it around the circle twice.

Hard: The rhyme must make it around the circle three times.