ERSTELLT VON
LukiLeu

ON
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★ ★ ★ ★ ★
Keine Stimmen

Schusterspiel



Ein einfaches Hosensackspiel, welches schnelles Hüpfen erfordert.

Material

- Chalk or similar to draw the playing field

Gameplay

On the ground (either sandy ground or on the sidewalk), the teammates draw a snail. At the entrance of this snail is a "bell button". One player sits in the middle of the snail, it is the cobbler. A second player stands outside and "rings" by touching the bell button. The cobbler now hops on one leg along the snail's coils to the exit and asks, "What can I do for you?" The customer replies, "A new pair of shoes!" Thereupon they both hop back into the snail's shell, again on one leg, of course. Once here, the cobbler draws the outline of the customer's foot on the floor with a small stick. "There, that's it . Is there anything else I can do?" "Yes, new shoelaces, please!" To get them, however, the cobbler has to turn around. At this moment the customer is trying to get to the exit hopping. As quickly as possible, of course, because the cobbler has noticed the "escape attempt" and immediately takes up the chase, also hopping. If the cobbler can catch the customer before he reaches the exit, the customer becomes the cobbler in the next round. If, however, the cobbler chases in vain, then he keeps his role, and a new customer enters the "shop"!

Source credits

- Cover image: © Karina Sturm / pixelio.com
- Game idea: Courtesy of www.spielboerse.ch - Game Ideas for Jungschar!

Weitere Informationen

Categories
Spiele und Aktivitäten

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Hosensackspiel
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Bewegungsspiel
Keine Vorbereitung
Schnell

Alter
4–7 Jahre

Anzahl Teilnehmer
1–20

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