

Human parts



Participants are divided into teams according to their number. Preferably a team should have between 4-7 participants.

Teams compete against each other, against time and on the basis of a given task, involving all members.

The team that completes the task first accumulates points. The team with the most points wins.

The game is suitable both indoors and outdoors.

Ideas for tasks could be: working windmill (exemplified in the picture: we have the structure in the middle and the propeller is made of participants moving around the structure), rocket, fish just caught, wheelbarrow full, formula 1 car, etc.

The preparation of the game requires no material.