

SUBMITTED BY

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Keine Stimmen

Samurai



PLEASE NOTE the participants' ages; young children may get hurt. Preferred age group: teenagers or young adults.

Participants form a circle, standing two steps apart from one another.

The leader, standing in the middle of the circle, raises their clasped hands above their head and, letting out a battle cry, points them at someone in the circle. The person targeted mimics drawing a sword (the right hand goes to the left hip and is raised above the head) and shouts “HA!”, while the participants to their left and right—the left hand for the person on the left, and the right hand for the person on the right—point toward the abdomen of the person in the middle, letting out the same battle cries.

When someone makes a mistake, the game stops and everyone begins to clap their hands and tap their knees three times, after which they all point at the person who made the mistake. That person steps out of the circle and runs a lap, then returns to their place. If more than one person is singled out, they all step out and run.

After they return, everyone stretches out their hands, shakes them, and chants “aaaaaaaaaaaaaaaa” until someone takes the initiative and says “I have the power” while pointing their clasped hands at someone in the circle.

If several people do this at the same time, the game stops again, and the clapping, kneeling, searching for the culprits, and running laps resume.

The game is very engaging if it starts at a slow pace and builds up to a brisk one.

No materials are needed.

Image source: <http://rexfoundation.org/2006/12/16/the-parents-circle-%E2%80%93-bereav...>

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