

SUBMITTED BY
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★ ★ ★ ★ ★
Keine Stimmen

The Wolf and the Sheep



The participants form a tighter circle; two volunteers are chosen: one is the sheep and the other is the wolf. The participants inside the circle are sheep. The rule is simple: the sheep must not be caught by the wolf; to this end, the sheep can enter or leave the circle whenever it wants; in turn, the participants must prevent the wolf from entering the circle.

To ensure that all children have an active role, they can be invited to pair up and take on a role each. The game ends when all participants have been either the wolf or a sheep, or it can continue, depending on the players' choice.

This is a lively game, ideal for indoors or outdoors, regardless of age group.

No materials are required.

Image source

<http://www.clker.com/clipart-15782.html>

Weitere Informationen

Categories

Games and Activities

Tags

Game

Age

No data is available.

Number of participants

1-20

20-30

Bible

This information is missing.

Material

None

File download

No file downloads

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