



AH-SO-CO

Players have to think quickly on their feet in our popular Recess Enhancement Program (REP) game Ah-So-Co.

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Who: Grades 3-8

Players: 10+

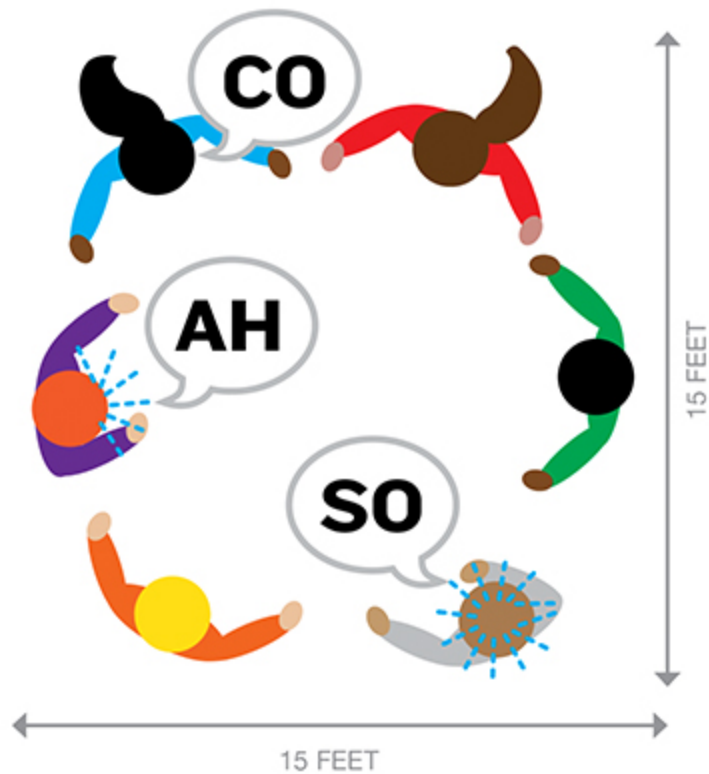
Time: 10 minutes+

Where: Auditorium, cafeteria, classroom, gymnasium, hallway, library, playground

Equipment: None

HOW TO PLAY

- Players form a circle and stand 6 feet away from each other.
- One player starts the game by putting one hand across their stomach and says, “ah,” to someone on his or her right.
- That player will put one hand over his or her head and say, “so,” to someone on his or her right.
- The next player will point to someone across the circle and say, “co.”
- If the wrong command is said the circle says, “yahm zing,” and that player walks around the circle. The last two players win!



CHECK FOR UNDERSTANDING

- A player says, "ah." What comes next?
- How do you get out?"

GAME TIP

- Demonstrate the movements for Ah-So-Co.

CONFLICT RESOLUTION TIP

- Play rock-paper-scissors from a distance.

PLAY: REP IT OUT

Easy: Start at a slow pace.

Medium: Set a time limit.

Hard: Have two people start.