



HUNGRY WOLF

We're hungry for fun! Get your kids active with our Recess Enhancement Program's (REP) game, Hungry Wolf.

HUNGRY WOLF

Who: Grades K-8

Players: 4+

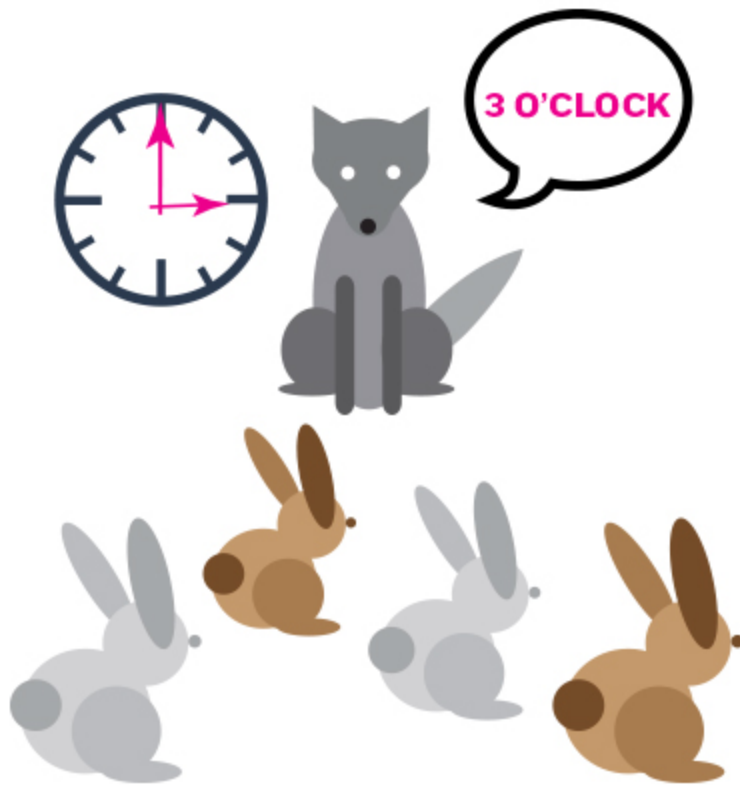
Time: 10 minutes+

Where: Gymnasium, hallway, playground

Equipment: None

HOW TO PLAY:

- Instruct players to form a line standing 6 feet apart from each other. Players are the bunnies and the facilitator is the wolf. The goal is for the bunnies to avoid being tagged by the wolf.
- To start, the facilitator says, "Hungry wolf, hungry wolf what time is it?" Whatever time the wolf says is the number of steps the bunnies take toward the wolf. For example: six o'clock = six steps.
- If the wolf says, "It's dinnertime," the bunnies must run back to the start line before the wolf.
- If the wolf gets to the line before a bunny, the bunny becomes a wolf and races the other bunnies.
- The game ends when everyone becomes a wolf.



CHECK FOR UNDERSTANDING

- What do players have to ask the wolf?
- What do you do when the wolf says DINNER TIME?

GAME TIP

- Have the last bunny be the first wolf for the next round.

CONFLICT RESOLUTION TIP:

- Make sure students tag lightly with two fingers.

PLAY: REP IT OUT

EASY: Walk.

MEDIUM: Hop on two feet.

HARD: Skip.