

SHIPWRECK

Fun and physical activity are guaranteed in Shipwreck, a Recess Enhancement Program (REP) game.

REP GAME: SHIPWRECK

Who: Grades 3-8

Players: 6+

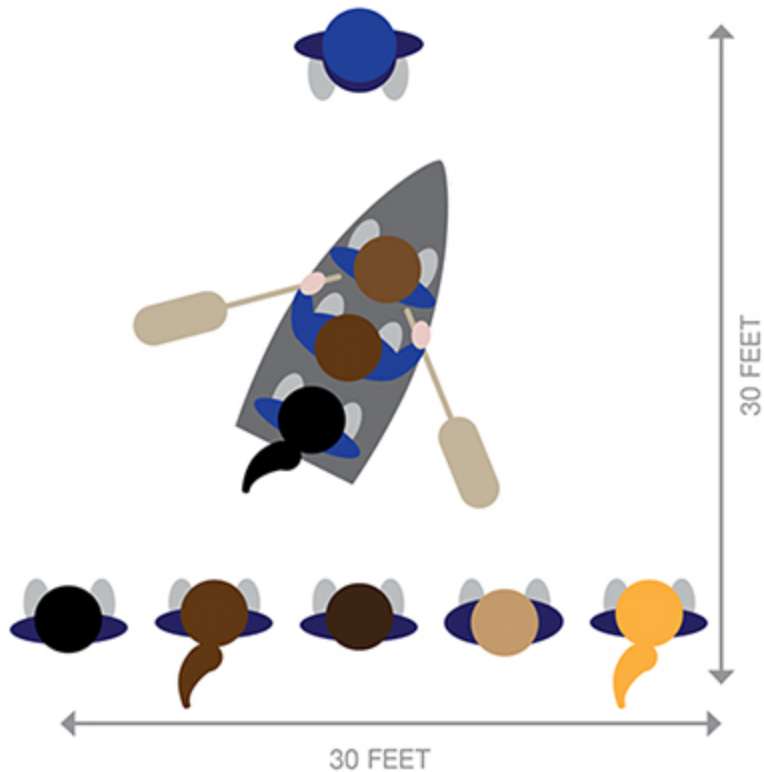
Time: 10 minutes+

Where: Gymnasium, hallway, playground

Equipment: None

HOW TO PLAY

- Players line up at the starting line! Stand 6 feet away from each other. The facilitator is the captain and the players are the crew. Listen for the following commands. When you hear:
 - ROLL CALL: the crew must line up, feet together, and salute the captain by saying, "aye, aye captain!"
 - AT EASE: the crew may stop saluting and do the next movement that is called.
 - CROW'S NEST: the crew must climb the ladder to the crow's nest.
 - SWAB THE DECK: the crew must mop the deck.
 - THREE IN A BOAT: find three people, sit in a line 6 feet apart, and row the boat while singing, "row, row, row your boat."
 - SPEED BOAT: the captain will become a speed boat and try to get to the line before you do.
- If you make a mistake, do five jumping jacks, then rejoin the game.



CHECK FOR UNDERSTANDING

- What do you do for SWAB THE DECK?
- What do you do for SPEED BOAT?

GAME TIP

- Practice the commands with players before starting the game.

CONFLICT RESOLUTION TIP

- Have players help the facilitator lead.

PLAY: REP IT OUT

Easy: Have players stand in line.

Medium: Have players walk in a circle.

Hard: Have players hop on one foot for each command.