

SWITCH, CHANGE, ROTATE

Players test their listening skills and get active in our Switch, Change, Rotate, a Recess Enhancement Program (REP) game.

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Who: Grades K-5

Players: 15+

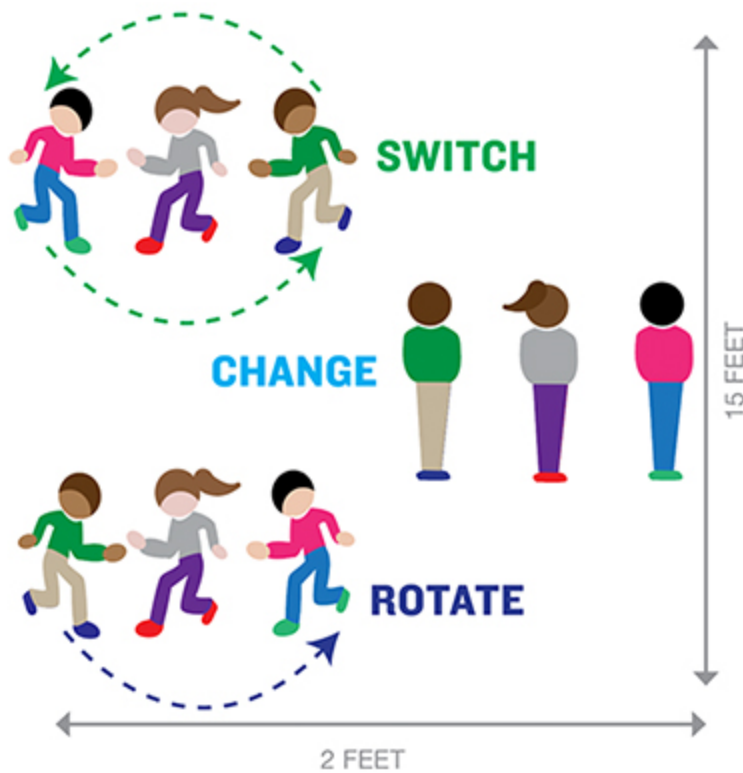
Time: 10 minutes+

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

None

HOW TO PLAY

- For groups of three, making sure each player is standing 6 feet away from each other.
- Line up by standing at least 6 feet apart from each other. Face the leader.
- You will hear a series of commands to follow:
 - When the leader says SWITCH, the first and last players change places.
 - When the leader says CHANGE, the entire group turns and faces the other direction.
 - When the leader says ROTATE, the first player goes to the end and the middle player becomes the new leader.
- Do five jumping jacks if you mess up to rejoin the game.



CHECK FOR UNDERSTANDING

- What do you do when the leader says ROTATE?
- What do you do if you mess up?

GAME TIP

- Have players demonstrate the game before playing.

CONFLICT RESOLUTION TIP

- Have different players be the leader and call out the commands.

OUTDOOR TIP

- Make groups of five or more.

PLAY: REP IT OUT

EASY: Say the commands slowly.

MEDIUM: Players run in place.

HARD: Add different movements into the series of commands.