

## WAIT A MINUTE

This guessing game that can be played in any space will keep children active and engaged.

## WAIT A MINUTE

**Who:** Grades 3-8

**Players:** 5+

**Time:** 10 minutes+

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

**Equipment:** None

## HOW TO PLAY

- Players line up standing 6 feet apart from one another.
- The leader is the timekeeper. The timekeeper will say a length of time, and players will need to raise their hands when they think that amount of time has passed. Example: Raise your hand when you think one minute has passed.
- The round ends once all players have raised their hands.
- The person who raised his or her hand closest to the designated length of time wins. All other players will do 10 squats.



## CHECK FOR UNDERSTANDING

- When do players raise their hands?
- What do the players do who are not closest to the designated length of time?

## GAME TIP

- Keep the length of time within two minutes to keep the game engaging.

## CONFLICT-RESOLUTION TIP

- Play rock-paper-scissors if there is a tie.

### PLAY: REP IT OUT

**Easy:** Players must close their eyes.

**Medium:** Players must run in place.

**Hard:** Attempt to distract students (noises, etc.).