

9 LIVES

OBJECTIVE:

Survive the longest and try not to get tagged (you only have 9 lives).

SUPPLIES NEEDED:

1. Skittles
2. Zip lock bags
3. Ribbon, Stars, badges, or pins, or colored duct tape (enough for every person playing) to designate the taggers.

TEAMS:

There are no teams (everyone for themselves)

SETUP:

1. Each student gets a bag of 9 Skittles in a zip lock plastic bag (prepare the bags of Skittles in advance) it would take a long time to pass the Skittles out.

OPTIONAL: For shorter games, put fewer skittles in each bag.

2. Choose a leader to help with passing out the badges (once a student has no more skittles they become a tagger).
3. Pick 2 – 4 leaders (depending on group size) to start off as the beginning taggers. I try not to have students start so that every student can play the game. However students can be the starting taggers if they really wish.
4. The taggers will have badges, pins, or ribbon, or something that shows that they are a tagger.

HOW TO PLAY:

1. If a person gets tagged by one of the taggers, then that person needs to sit down in place and eat one of their Skittles (They have 5 seconds to eat a skittle and rejoin the game.)
2. Once they have eaten their Skittle, they can join the game again. Students keep playing until they are out of Skittles.
3. HERE IS THE TWIST: If a person has no more Skittles to eat, they become one of the taggers. They need to go to the sideline and get a Star / badge from the Star / Badge Depot (Designate a leader to be in charge of passing them out).

The game starts slow and then ends FAST!!! People left and right are getting tagged, especially as the game progresses.

Near the end of the game, as far as you can tell (pause the game by either yelling really loud, or use a microphone) and tell students to stand in place, take a hand count as to how many students still have remaining Skittles so you can be prepared (and so the taggers know who is left to tag).

KEEP PAUSING THE GAME EVERY MINUTE OR SO UNTIL YOU GET TO A REASONABLE NUMBER OF STUDENTS WHO ARE LEFT IN THE GAME (AROUND 4 – 6 STUDENTS IS A GOOD NUMBER)

Once there are around 4 – 6 students left that still have skittles (have them tell you how many they each have left) and have those students get on one side of the gym / playing area. Also, select around 4 taggers to STAY in the game and place them on the other side. Everyone else must sit on the sideline. Once ready, say GO, and be on the lookout for a winner!

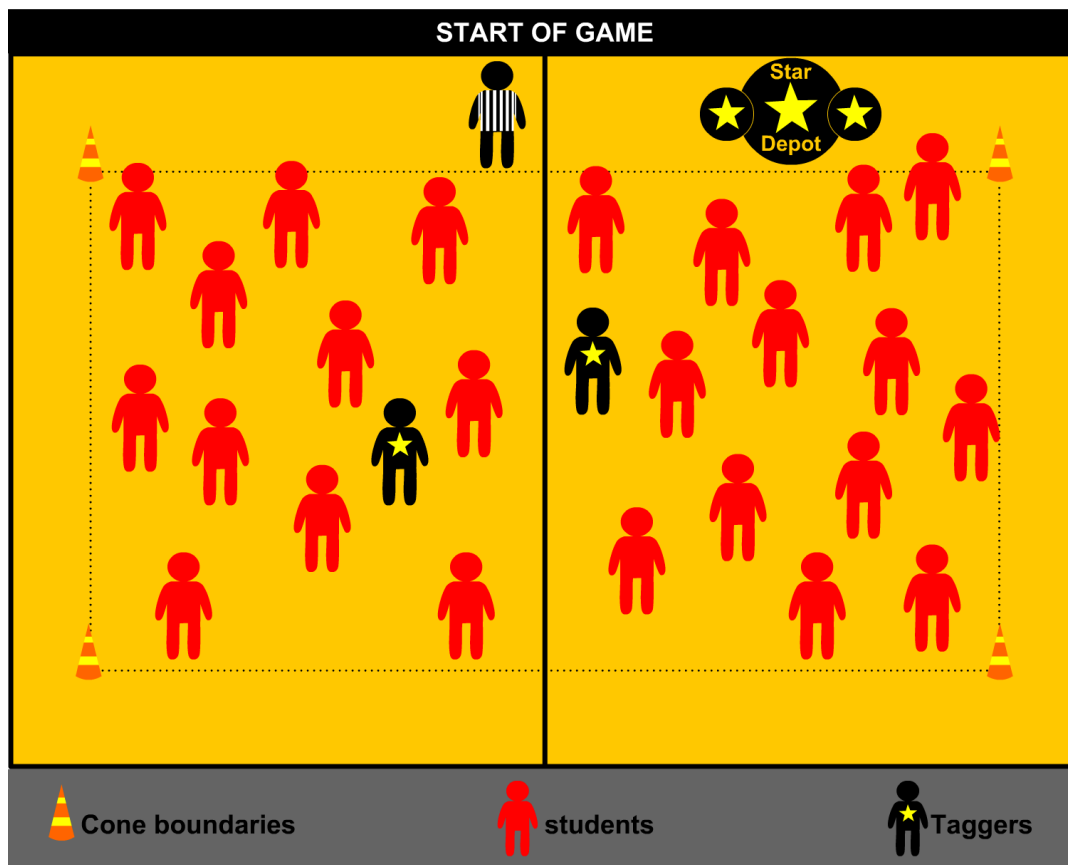
OPTIONAL: reduce the boundaries for those remaining.

THIS WILL MAKE IT MUCH EASIER TO DETERMINE A WINNER / WINNERS

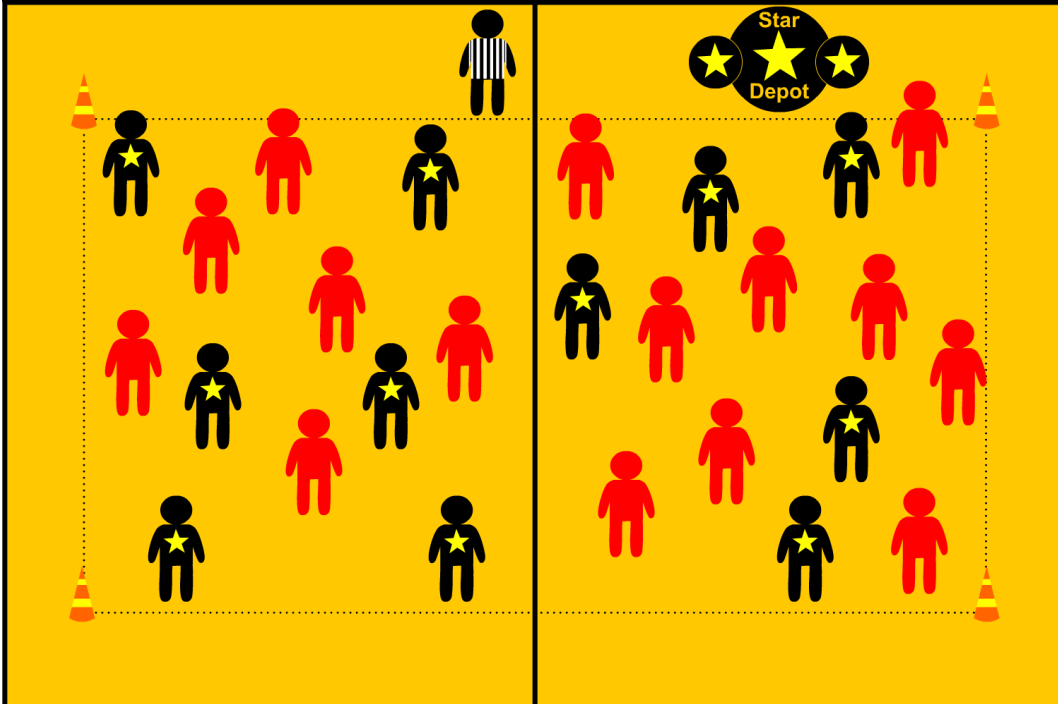
GIVE THE LAST 1 OR 2 STUDENTS TO SURVIVE SOME SORT OF PRIZE (MORE CANDY, ETC...)

MODIFY THE GAME TO WORK WITH WHATEVER GROUP SIZE YOU HAVE!!!

****SEE GAME PLAY EXAMPLE GRAPHICS BELOW ON HOW THE GAME WILL RUN****



HALFWAY INTO GAME



Cone boundaries



students



Taggers

NEAR THE END OF THE GAME

