

Un, deux, trois Soleil

(Red light, green light)



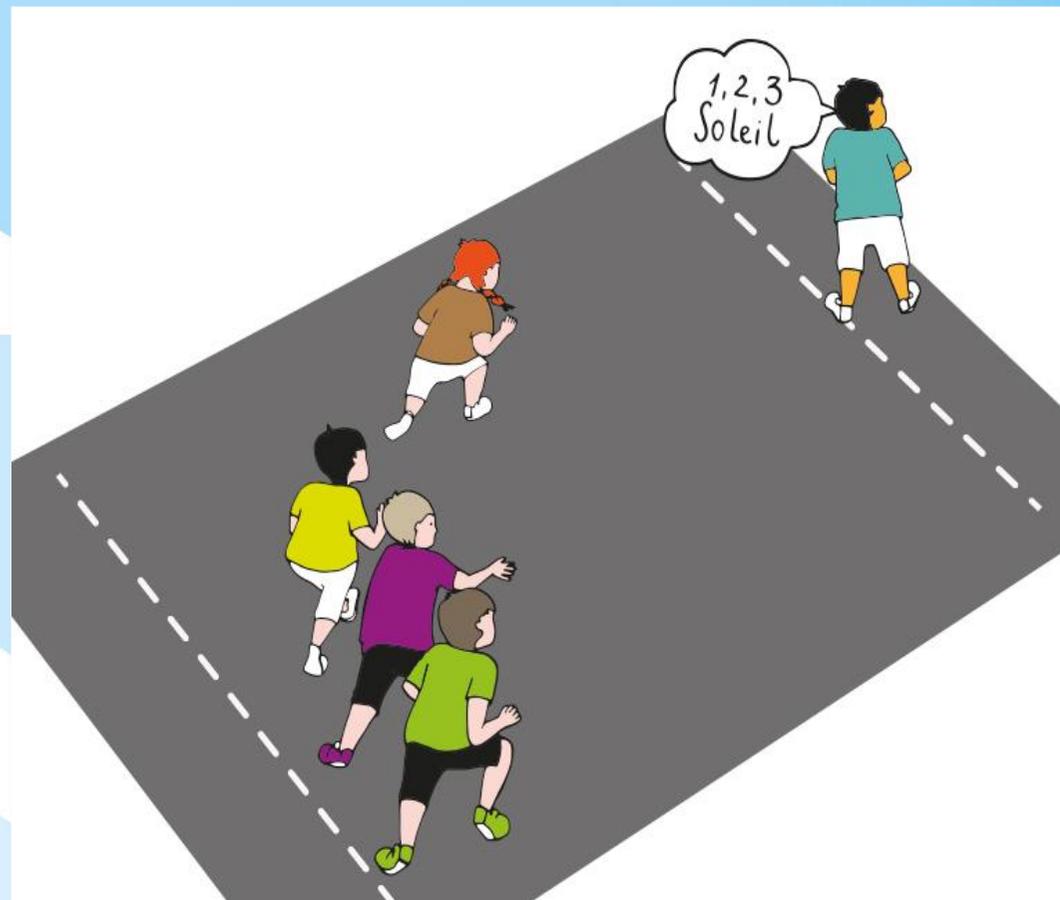
Aim of the game: To pass the end line without being seen by the game's leader.

Set up: Any indoor or outdoor free space. Select an "end line" which can be marked by a wall, a tree, a line, etc. A parallel starting line is drawn 6 to 10 m away.

Rules:

Select one of the players to be the game leader. The leader goes to the end line and turns her/his back to all the other players, which are lined up on the starting line.

The leader starts the game counting "one, two, three" at the speed of her/his choice. While the leader counts, all the other players must run as fast as possible to reach the end line. After the leader pronounces "three", s/he must shout "Soleil" (Eng. *Sun*), and turns around. Everyone must then stop moving and freeze. Players that are caught moving by the leader must go back to the starting line. The others stay where they are and start running again from their position when the leader turns around and starts again counting "one, two, three, Soleil". The leader can change the pace of counting to surprise the players. The game continues on until one of the players reaches the end line and becomes the new leader.



Equipment and Materials:

None

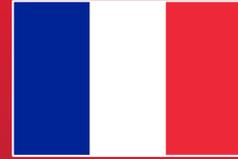
Age:
3+

Number of players:
Unlimited

Duration:
Unlimited

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Let's Inclusivize TSG!

Teaching Style

1. Provide clear and simple instruction.
2. Use a buddy system (following the lead of another player) can be used to support players.
3. Use verbal and visual cues, e.g. leader calls "Soleil" ("Sun") and shows the action card "Soleil" ("Sun").
4. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

1. For visual cue use large lightweight cue, e.g. large paper / light cardboard "Soleil".

Rules

1. Players that are caught moving are not allowed to move forward on the next count.
2. Players that are caught moving take the equivalent of 2 steps back rather than go back to the start line.
3. Add more rules: when they freeze the players must... put both / one hand in the air / have 1 or 2 hands on the floor / have 1 hand and 1 foot on the floor, etc. These actions can be modified to make them more or less challenging.
4. As well as counting the leader waves a flag.

Environment

1. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles.
2. Increase / decrease the space between the start line and end line. Ensure the space allows all players to move freely.
3. Players with visual impairment may use mobility aids or a tactile environment to move independently.

