

Araw - Lilim

(Sun - Shade)



Aim of the game: To tag any player directly exposed under the sun or moonlight

Set up: Select the "Taya" (the catcher). All the players spread in the playing area looking for a shade.

Rules:

- The "taya" shouts, "Game!" and runs to tag any player not found under a shade
- (Note : to help a player who still has not found a shade when the "taya" starts the game, some players try to distract the "taya" by running out of the sanctuary of their own shade, then rush back for safety.)
- The "taya" tags or touches a player who is not under a shade. The tagged player becomes the "taya" of the next game.
- The "taya" may play the possum and hide momentarily to make the players under the shade come out of their hideous and look for him. When many of the players are out in the open air, the "taya" suddenly runs out and tags the player closet to him



Equipment and Materials: None

Age:
5+

Number of players:
10+

Duration:
Infinite

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Teaching Style

1. Provide clear and simple instruction
2. Encourage players to communicate throughout the game
3. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

N/A

Rules

1. Give more/less time to the players to hide in the shade
2. Select more/less taggers

Environment

1. Make the playing area smaller/bigger

