

Catch the stick



Aim of the game: To catch the next stick on your right before it falls down

Set up: Nominate a game leader. Other players form a large circle, with about 5 paces between each of them, each one of them holding their sticks upright in front of them with one end touching the ground.

Rules:

- The leader calls out the word 'Change'. Everyone lets go of their stick with it remaining balanced. They run to the next stick on their right and try to catch it before it falls to the ground
- If a player fails to catch his/her neighbour's stick before it falls to the ground, s/he is out of the game and take the stick with him/her.
- The winner is the player who is left after everyone else's sticks have fallen



Equipment and Materials: 1 stick per player (about 1.5 meters / 5 feet long)

Age:
8+

Number of players:
3+

Duration:
Infinite

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Let's Inclusivize TSG!

Teaching Style

1. Provide clear and simple instructions
2. Encourage players to communicate throughout the game
3. Safety instructions to be tailored to the environment and participants playing the game.
4. Help people with disabilities make contact and move, if needed

Equipment

1. Give more sticks to the player - instead of one they must catch two.
2. Use longer/shorter sticks
3. Use thicker/thinner sticks

Rules

1. Make the circle smaller/bigger (increase/decrease the distance between the players)

Environment

N/A

