

Fire on the Mountain



Aim of the game: To be the player who stays in the game the longest

Set up: Choose a player to be the game leader All the other players lie on their backs, in a free space.

Rules:

- Players decide together on a 'key word'. It can be any word or a name. For example, 'cheese'
- The leader shouts out "Fire on the mountain!". All the players respond with "Fire!" but stay lying down. Then the leader shouts out "Fire on the river!". Again the players reply with "Fire" but stay lying down. This continues on with the leader changing the last word of the phrase. He tries to think of as many different places for the fire, e.g. "Fire on the chocolate"
- The leader is able to shout out the key word at any time, as part of the phrases or in between them. When he shouts it out the players must all jump up. The last one to jump up is out of the game.
- The winner is the player who stays in the game the longest.



Equipment and Materials: None

Age:
3+

Number of players:
3+

Duration:
Infinite

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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
5. Provide enough time for players to familiarize themselves with the game.

Equipment

N/A

Rules

1. Change the movement pattern - instead of laying down and jumping, the players can swing on themselves, or run around the leader and stop / form pairs / anything when he shouts the key word, etc.
2. Increase/decrease the number of times the leader must say the key word before the players enter into action
3. Increase the number of key words to be said before the players enter into action

Environment

N/A

