

Mamba



Aim of the game: To be the last player caught by the snake

Set up: Mark out a playing area and set boundaries. Choose one player to be the Mamba (snake). The other players spread in the playing area.

Rules:

- The snake (at first one player) runs around the marked area trying to catch the other players. When a player is caught, he becomes part of the snake's body by joining onto its tail. He joins the snake by holding onto the shoulders or waist of the player in front of him.
- Only the first player (the snake's head) can catch other people. However, its body (the other players joined to him) can help by not allowing players to get past. Players are not allowed to pass through the snake's body
- The game continues until all the players have been caught. The winner is the last player left. He becomes the head of the new snake.



Equipment and Materials: None

Age:
5+

Number of players:
10+

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.
6. Slow down the speed of moving/walking/running

Equipment

N/A

Rules

1. Introduce new movement patterns (scrawling, hopping), etc.
2. Authorise the body of the snake to catch other players.

Environment

1. Make the playing area bigger/smaller



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