

Title of the activity : Ant

For who : 10+
Duration : 20 mn
Number of players : min 5
Place : inside

Characteristic :
-cheap
- transportable

Type of game : logic game, icebreaker

Educational interest :
-logic and strategy, cooperation in group,
remember to names of participants

Materials :
- cards ...

Goal : a strategy game with chairs, cooperation across the group, using knowledge of names

Method : In a room are spaced chairs on which players sit. One chair is empty. One player "ant" stands bit away from the empty chair. Ant tries to sit on the empty chair. He can only move with small steps (like a penguin) at slow speed. The task of others is to protect him to sit down on a empty chair. Other players may move in any way and at any time. Ant always looking for an empty chair on which he wants to sit down. When any player makes even little movement while he is sitting on his chair - when he wants to leave it, he must leave the chair and not to return to this chair again. The second phase of the game is, that the movement of players, who are trying to protect the sit down of the ant, leads and controls only (somewhere sideways standing) "ant queen", who merely pronouncing the names of the players is determining, who will sit down on the empty chair

Link or picture :

