

## Title of the activity : Do you love your neighbour ?

**For who :** 12+  
**Duration :** 15+ min  
**Number of players :** 8+  
**Place :** Open – Closed spaces  
**Characteristic :**  
-Observation Required  
-Speeding up the movement  
-Focus oriented

**Type of game :**  
-Agility Game  
**Educational interest :**  
-Agile movement  
-Observation focus  
**Materials :**  
- Cushions to sit on

### Goals :

- To get to closer with the team members
- Catch an empty space while switching the places

### Method :

- Get all the players to sit in a circle, except for one person who must stand in the middle of the circle. The aim of the game is to not miss out on a seat and get stuck in the middle.
- The person in the middle of the circle (we'll refer to them as "the it player" from now on) starts by asking someone sitting down the question, "Do you love your neighbour?"
- The player who is asked the question can answer in two ways:
  - "Yes" - this means that the players sitting to the left and right of them must get up and switch seats.
  - "No but I love people who \_\_\_\_" - this means that all players who fit into the description (ie. people who are weaing a hat, people who like icecream etc.) must get up from their seat and move into another seat.

- In both scenarios, the it player will try to sit in an empty seat before the other players can. The it player simply needs to try and get into a seat while the other players are switching their seats. Of course, someone will inevitably be left without a seat and will now become the new it person. They will then ask the next person the question and the game continues.
- Optional:
  - This can be turned into an elimination game in which the person in the middle is asked the question, and answers thinking of their last neighbour before stepping out of the circle.

**Link or picture :**