



## Gathering Games

HADRIAN'S WALL  
**1900**  
FESTIVAL  
24 JANUARY - 23 DECEMBER 2022

### JUST LIKE THAT!

A version of Rock, Paper, Scissors that can be as static or physical as you wish. It can be played with 2 players or 2 teams.

### Fox, Hare, Owls

Fox creeps up on Owl, Owl grabs Hare in her claws, Hare outruns Fox.

Actions; Fox has tippy toes, Owl has sharp claws, Hare runs on the spot.

### Rain, Wind, Sun

Rain puts out the Sun, Sun stops Wind in its tracks, Wind blows away the Rain.

Actions; Rain has fingers like rain drops falling, Sun has wide open hands shining sunrays, Wind has punching fists like rolling gusts.

### Giants, Wizards, Elves

Giants loom over and squash Elves, Elves outsmart Wizards by gnashing at their ankles, Wizards beat Giants by zapping a spell to shrink them in size.

Actions; Giants stand tall with outstretched arms above the head, Elves shrink small with gnashing teeth, Wizards zap their magic from long pointy fingers.

All characters make a lot of noises!

It's fun to play Giants, Wizards, Elves version of the game with larger teams in a village hall or sports centre. The players split into 2 sides and each team agree what they are going to be for that turn, eg. elves. The opposing team also chooses their identity, eg. giants. The teams position themselves at the furthest opposite ends of the hall. A mat or hoop is placed in the centre of the hall. This is 'home'.

The teams each turn their backs on the other and on the count of 1,2,3 the teams turns around and act out their chosen identity with lots of noise. One side wins and takes a step forward. The game is repeated with the teams now choosing their next identity. Each win means a step forward. The team to arrive at the mat or hoop in the centre is the winning team. Keep an eye on how big the steps are to move forward! If you like, an outside watcher can mark where each new step reaches to.

