

LAND, SEA, AND AIR

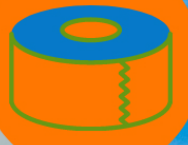
OBJECT OF THE GAME:

Keep up with the leader's commands!



WHAT YOU'LL NEED:

- Open floor space
- Masking tape (optional)



INSTRUCTIONS:

Setup: Choose areas of your room to be "land" and other areas to be "sea." Use masking tape to divide areas if needed.

Playing the Game: In the same fashion as Simon Says, the game's leader will call out either land, sea, or air. If the leader calls land or sea, players must run to those designated spots on the floor. If the leader calls air, then players must jump as high as they can.

Tip: For added variety, call out words like "earthquake," "tornado," or "lava" and ask players to act accordingly!

