

## 1, 2, 3 RUN TO THE WALL, FREEZE!

The best way to play this game is between 2 parallel walls which are at a considerable distance from each other. The game can be played by as many children as possible. All players apart from one stand lined up with their backs to a wall (we will call these players *the runners*) while one player stands against the other wall with his/her back at the rest of the players. The player who is alone facing a wall (we will call him/her *the shouter*) has to shout **1, 2, 3 Run to the wall, Freeze!** as quickly as possible. While he/she is shouting this, the players who are lined up have to start running in a straight line towards the opposite wall so as to get as close as possible to it. When *the shouter* stops shouting and finishes saying **Freeze** all the runners suddenly stop running and remain where they are without moving at all as if they were frozen. *The shouter* turns around quickly and if he/she sees any of *the runners* moving or running, the one who has moved will replace *the shouter* and *the shouter* becomes *a runner* but goes to the start position, with his/her back against the wall. The new *shouter* does the same and *the runners* run again to get closer to the opposite wall but now each of them starts running from the place where he/ she stopped running and froze in the previous round. Again, if *the shouter* sees anybody still moving or running, he/she is replaced by *the runner* who has moved while the recently replaced *shouter* goes to begin his/her race from the start position, with his/her back against the wall. The game continues until one *runner* manages to get to the opposite wall. *The runner* who wins changes places with *the shouter* and the game starts again.

