DONKEY

Number of players: 8+
Space: Room for a circle
Materials needed: None

Procedure:
Players stand in a circle with the leader in the center. The leader points to a player and calls out a shape. That player, plus the two players on either side of him or her, rushes to make the shape before the leader counts to ten. For example, if the leader calls "Elephant," the player pointed to makes a long trunk with one arm, while the peoples on either side each form an ear in a "C" shape. If they fail, the player pointed to switches places with the leader and calls the next shape. Besides shapes, the center player can also call "Donkey-one-two-three", which simply means to freeze in place. If the player pointed to moves when "Donkey" is called, they switch places with the center player. Possible shapes include: Horse: The player pointed to makes a wide, neighing horse mouth with 2 hands; other players make triangle ears on either side of the head. Rabbit: The player pointed to turns around and indicates a cottontail. Players on either side make ears by putting an arm straight up on either side of his/her head. Charlie's Angels: The player pointed to makes a karate pose. Other players point a "finger gun" and mime speaking into a walkie-talkie. Toaster: The player pointed to jumps up and down in place (the bread), while other players hold hands across his/her front and back to make the toaster. Elephant: The player pointed to makes a long trunk with one arm, while other players form ears in a "C" shape on either side. Bippity, bippity, bop: When the caller says "Bippity, bippity bop" the player pointed to must say, "Bop" before the caller does. If caller just says "Bop" the player must say nothing.

Variations:
Make up your own shapes. Count to five (or three) to increase difficulty.

Processing points:
   · What did you have to do to play well?
   · What does this activity have to do with trusting others?

Possible learning areas:
Quick thinking, cooperation, teamwork

AKA: Bippity, bippity, bop

Source: Michael Rohd