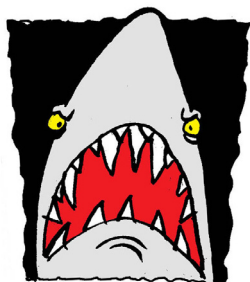


5 Game

Shark bait

- Students gather along one side of the space.
Decide before beginning the game whether the 'shark bait' sits out until someone else takes their place OR until only one student is left.
- The teacher (or appointed caller) shouts out a compass direction and all the students run in that direction until they reach the boundary.

- As students become more familiar with the game, teachers may introduce other calls such as:



"Man overboard"

where 4 students need to form a group hold hands in a circle and form a life ring.

"Hang a hammock"

where 2 students hold the hands and feet of a 3rd student who lies on the floor to form a hammock.

- Anyone who runs in the **wrong direction**, **is the last student to arrive at the boundary**, or **is left over** once groups are formed, is shark bait and must sit out.

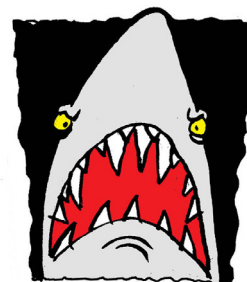


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