

Rope Charades

Materials: 1 rope.

Set Up: Divide into 2 teams. Each team writes out 5 different shapes on 5 separate slips of paper. (Or draws from a pool of teacher generated shapes.) Do NOT let the opposing team see or hear your shapes while you're making them up!

Game play:

- 1) One player on a team is the builder for the turn. Builder blindly chooses one slip from the other teams choices, not looking at the other slips. Don't let the people on your team see the slip!
- 2) Time starts. Builder, *without speaking*, directs teammates to manipulate rope to make the shape. The builder's team tries to guess the name of the shape – they have 1 minute or 3 guesses to do so. (Times or number of guesses can be adjusted for age of students.) Opposing team keeps track of the time and number of guesses. If teams have 2 or 3 people, you can draft any opposing players you need to hold the rope.
- 3) Other team's builder chooses a slip, and repeats the process.
- 4) Sudden death: If at the end of the time there is a tie, both teams write one more slip for the other team to act out.

Variations:

- As mentioned, if there are small teams, use the opposing players for rope manipulation, too!
- Teacher has a basket of shapes and whole class competes in teams. Can support students this way by having a picture of an example with the name.
- More or less time as needed.
- Shapes come from a constrained pool of shapes, like quadrilaterals or triangles.

Teams keep going with guesses until the shape is guessed, and a team's score is the time elapsed.

Blindfolds *not* recommended.

