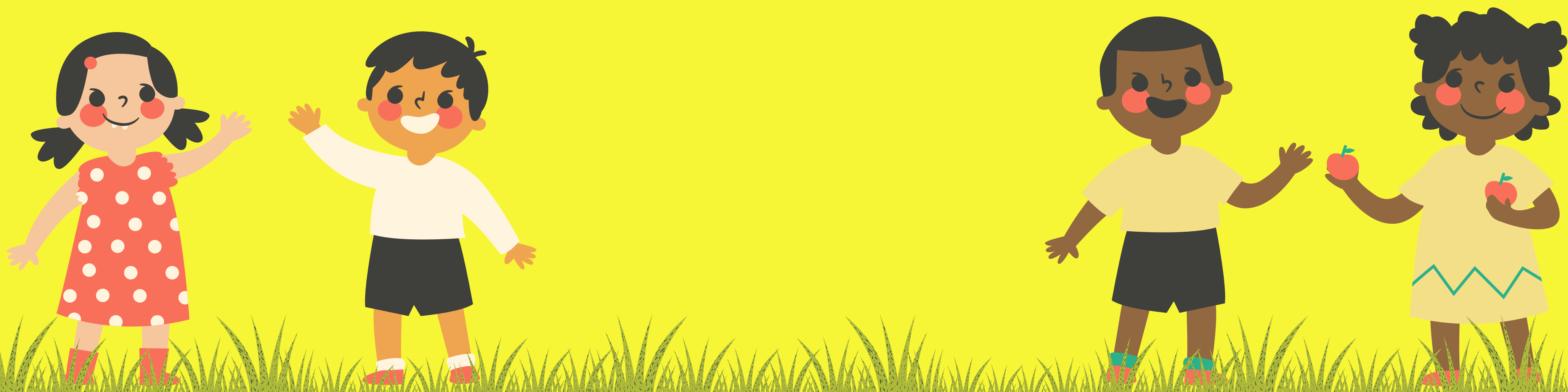




FUN FRIDAY

Read Rover

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How to Play!

Make two teams of at least two players for each team.

Have one team stand on one end of the room or field with 10+ feet of room between the other team.

Players can either interlock fingers or hold their arms out to the sides of them to create a 'gate'.

One team yells, "Red Rover, Red Rover, send [name] over!" and the child runs over trying to break through their 'gate'!



If the child breaks through, they get to take one opposing teammate and bring them back to their side. If they don't open the gate, then they have to join the other team!





Modification

Players do not have to block the person being called. If a child's name is called, they can run directly to the other side and automatically switch teams.



Benefits

- Incorporates teamwork
- Allows children to cheer for their classmates
- Children must be strategic when they attempt to 'break the gate'
- Great game for children if you're looking to incorporate physical exercise.



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Share With Us!

#BartonLabShares

When did you play
Red Rover?

How did you
encourage
teamwork in your
children?

How did you modify
for your children?

