

5- Minute teach lesson plan

Title: Four Corners, by Elisha and Jason	Type of Game: running Time required: from 5 to 10 minutes
Rationale: This game requires quick thinking and quick action in order to succeed. They must be able to recall what certain designations refer to and then must be able to run to these places, or affect the appropriate changeup as quickly as possible.	
Required Supplies: No supplies are needed.	Safety Notes: Those participating must be aware of where the others are, as collisions are possible during their running and during the various changeups.
Description Four corners. Designate the four corners (or any other part of the gym or space) as a given location: the ocean, the beach, the field, and the mountains in our game. Next add in a changeup, which for us was 'canoe' where everyone went to the middle (you may have them effect the changeup wherever you wish) and two people sat down, one in front of the other and pretended to paddle. There may be many additional changeups added such as 'bear' where you play dead, or 'snake' where you jump into someone's arms. Start the game and when a given place or changeup is called the last to get to the location or effect the changeup is eliminated.	
Adaptation and Application The children who are eliminated may become obstacles or extra places to run to.	
Source: Learned at Daybreak Camp	