

North-South-East-West

Aim

Learn direction on compass

For older youth members – Degrees on a compass

Equipment

Hall or an area with four boundaries in a square

Method

- Assign areas of the room as North, South, East, and West.
- Someone calls out one of these areas and the players run to it, the last one there is eliminated.
- Game can become more complex by the following ways
 - Times on a clock or degrees
 - “Bombs Overhead” - everyone dives to the ground face down.
 - “Earthquake” - two players pick up a third between them.
 - “Volcano”, one player puts another on their back.
 - “Get into groups of (A certain number)”
 - “up the rigging” - youth members have to jump on the benches**

Risks Assessment

** Benches may be place against the wall or middle of the area.

Leader’s discretion is advised as it may cause trip hazard depending on size of hall

Players might trip over each other while running