

# Games

## Octopus

EQUIPMENT: None

SITUATION: Large open area

TIME: 15 minutes

### DIRECTIONS

4. Define two lines on either end of the playground about 15 or 20 yards apart. The lines are the "shores" and the "ocean" is the area in between.
5. One person is selected to be the Octopus. The Octopus wanders around the ocean while the rest of the players are swimmers standing on the shore behind one of the goal lines. The object of the game is for the swimmers to cross to the other shore without getting caught by the Octopus.
6. When the Octopus calls "Octopus!" swimmers dash across the waters. Those tagged by the Octopus freeze in place.