

# Fishes

## Running and Action Games



### Equipment needed

Nothing!

### Setting up the game

Sit players in a circle, facing outwards. Label each player with the name of a fish (alternating round the circle). Use approximately 1 fish for every 4-6 players. (We let the children choose the fish. In the past suggestions have included cod, haddock, herring, plaice, scampi, tuna, and salmon.)

### Playing the game

The leader calls out the name of a fish. All the living fishes with that name stand up and run around the circle (in a pre-defined direction). If the leader calls out the following, the players should change their behaviour as they move around the circle as follows:

tide turned = change direction round the circle

calm sea = walk

rough sea = run

This continues until the leader calls “sharks are coming”. The runners then run back to their starting place as quickly as possible, without changing direction. The last player back is 'eaten' by the shark and faces inwards. Inwards facing fishes no longer run.

As play continues two or more fishes may be called at once. The winner is the final living fish.

### Advanced play

Add extra commands such as choppy sea = jumping round the circle, star fish = star jumps, flat fish = crawl on bellies etc.

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