



# Spider

(for any age, but best for k-2)

This game requires at least 2 people, a blanket, and some floor space to move around.

Choose a player to be the spider. The spider sits or stands on the middle of the floor space and holds a blanket.

The other player or players are flies. Flies run or walk in a circle around the spider and the spider tries to “catch” them by throwing the blanket on them.

If the blanket touches the fly in any way, they are caught and must escape the web.

Pick a type of movement such as jumping jacks, marching or toe touching that “loosens the web” and lets the fly escape. The movement must be performed for an agreed upon amount of time to escape.

(For example, if a fly gets caught and your movement is marching in place, the student will march in place for 20 seconds to escape the web.)

Repeat this game for as many rounds as you like.