

## 'Prisoner'

- 😊 An odd number of pupils are needed. Put chairs in a circle and ask pupils to get into pairs, one pupil sitting on a chair and his/her partner standing behind him/her.
- 😊 Those sitting down are the 'prisoners'; those standing behind them are the 'guards'.
- 😊 The 'guards' must stand at all times a little way behind their 'prisoners', with their hands behind their backs.
- 😊 The 'prisoners' must sit firmly on their chairs and not perch on the edges.
- 😊 Any 'guard' with an empty prison, i.e. the one standing behind an empty chair must try to fill it by calling the name of one of the 'prisoners' seated.
- 😊 That 'prisoner' then makes a mad dash for the empty chair in front of the 'guard' who has just called his/her name.
- 😊 The 'guard' standing behind that 'prisoner' must try to stop this by tapping the 'prisoner' lightly on the shoulder or back.
- 😊 If the 'guard' manages to tap his/her 'prisoner' before he/she escapes, the 'prisoner' remains.
- 😊 If, however, the 'guard' misses, the 'prisoner' is free to go to the new prison.
- 😊 There is now a new 'guard' with an empty prison and he/she must call out the name of a 'prisoner' - it can be the same one but, preferably, someone new - to fill the empty prison in front of him/her.
- 😊 The game continues until it builds up a bit of speed and everyone has had a 'turn' and then the teacher can swap the children over, to give new 'guards' and 'prisoners' a go.