

Blindfold circle tag

GameProgression

A large space and a big group is needed for this to work

1. Identify one player to be blindfolded. The remaining players link together to form a circle around the blindfolded player.
2. The blindfolded player is span around and then instructed to walk and try and touch someone in the circle.
3. Blindfold attempt is over if someone is tagged or if the chain of players breaks

1. Encourage players to cooperate and move quietly

