

Double booked

GameProgression

1. Mark out a 9 square grid with cones for 5 players each stood in a different 'room' (see diagram)
 2. All players must move to a different 'room' in unison. (Calling out 1,2,3, jump rhythmically)
 3. If you land in the same room as someone else then both players are out and two different players switch in.
 4. Aim to stay in the game as long as possible
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1. Having 2-5 players not directly involved in the game waiting for their turn and spectating makes it more entertaining



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