**GIANTS, KNIGHTS AND WIZARDS**

**Summary:**  In a circle, teach and practice 3 actions/sounds

 GIANTS: stamp their feet with their arms in the air and say “fee fi fo fum”

KNIGHTS: draw their swords and say “en guard”

WIZARDS: throw both arms forward as if throwing a spell and say “shazaam”

* Split the class into 2 even sized groups.
* The groups must stand far enough away from each other to secretly decide as a group whether they will become goblins, giants or wizards.
* Once they have decided (you can give them a short period to decide) the groups stand opposite each other.
* The teacher counts the groups in 1, 2, 3 and on 3 they must do the action/sound as a group.
* Instruct students that: Goblins beat Giants Giants beat Wizards Wizards beat Goblins
* After they have completed the whole action/sound, the losing team must run back to their line before the winning team members catch them.
* Any losing team member caught by the other team becomes part of the new team.

Play until all players are on one team only.