

Bedlam

This game requires four teams of equal size. Each team takes one corner of the room or playing field. The play area is square shaped. At a signal each team attempts to move as quickly as possible to the corner diagonal from their corner. The first team to get all its members into its new corner wins that particular round, or you can eliminate the last person to make it to each corner for each round.

Now for the fun. For the first round, announce simple running as the way for teams to travel to their corners. But after that you can use any number of possibilities: walking backward, wheelbarrow racing (one person is the wheelbarrow), piggybacking, rolling somersaults, hopping on one foot, skipping, crab-walking, etc. There will be mass bedlam in the center as all four teams crisscross.

Diagram for: **Bedlam**

X = Kids

