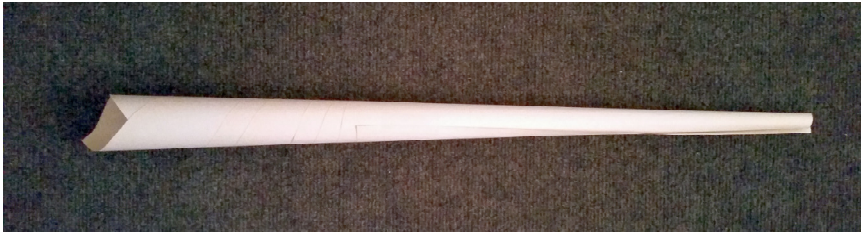


## Make a paper baton

Take an old newspaper or some junk mail or wrapping paper and roll several sheets into a **longish, thinish cone**. Tape the edges.

It should be about **2 to 2.5 feet long**, soft enough not to cause harm but stiff enough to not flop around.



## Play

1. **Set up a line of chairs**, a little curvy to ensure everyone is about the same distance from where you've placed the baton on a box or table or stool.
2. **Have the students sit in no particular order**. Everyone should have a clear path to the box. Give them a few minutes to see the baton, explore the space, and try out the path.

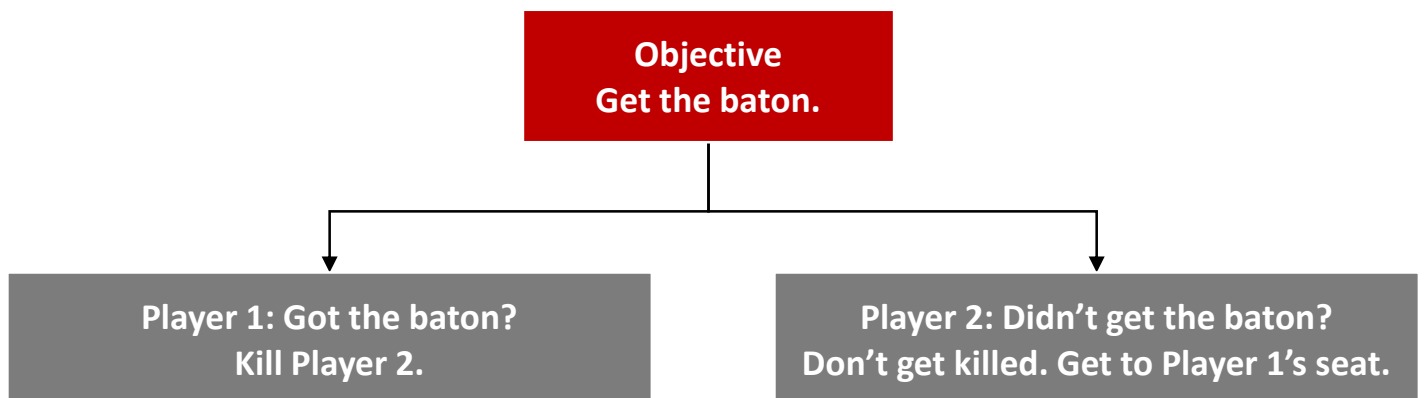


# Hunter-Hunted

## Play

3. **Have them close their eyes** while you cross behind and select two students using a gentle shoulder tap. The students who weren't chosen can open their eyes.
4. **Get out of the way!** On your **1-2-3-GO**, the two players – with eyes still closed -- run to the box.
  - The objective for **BOTH** is to **get the baton. THAT'S ALL.**
  - Subsequent actions are **to kill** or **get to safety before being killed.**
  - **Killing** is **whacking the hunted** with the baton. **Safety** is **sitting in the hunter's seat.**

**Simple** but not **easy**. Be **bold** but not **foolish**.  
**Tricks** and **subterfuge** and **misdirection** are completely acceptable.  
The only way to cheat is to **open your eyes**.



## Exciting variations

- Place the chairs in **two lines with the baton in between.**
- Place the chairs in **a circle with the baton in the middle.**
- **Invent something. Make up some rules.**

## Debrief

**Hunter-Hunted** can be frightening, overwhelming, hilarious, nauseating, thrilling, bizarre. Somebody might get a little bruised. Some people might not want to play at first. Or ever.

It's important to **talk about** what the students experienced, felt, thought, and observed after each round.