



## CIRCLE DASH

**Number of players:** 10 or more

**Space:** Room enough for a standing circle

**Materials needed:** None

**Procedure:**

Everyone stands in a circle with one person in the middle. The object of the game is for any two people in the circle to silently signal each other and switch places. The person in the middle tries to get to an open spot before the people who are trying to switch. The person left without a spot is now in the middle.

**Possible side coaching:**

- “Be sure to make visual contact with someone before you try to switch places.”
- “Switchers, take care to go AROUND each other and not try to go THROUGH each other!”
- “More than one pair can switch at a time – so make contact and go!”

**Processing points:**

- What ways did you devise to make contact your switching partners?
- What strategies did you use to “out switch” the person in the middle?
- What does it take to make this game “work”?
- How might those things be useful in our classroom work?

**Possible learning areas:**

Cooperation, willingness to participate, connecting with others, risk-taking, non-verbal communication, strategies and tactics.

**AKA:** Contact, Switcheroo

**Source:** Theatre for Community, Conflict & Dialogue by Michael Rohd