



## KEYS TO THE KINGDOM

**Number of players:** 5+

**Space:** Room for a circle

**Materials needed:** None

**Procedure:**

One player is chosen to be “It” and sits on stool with a ring of keys underneath. The leader draws an imaginary circle around the stool. One at a time other players attempt to get the keys without “It” hearing them. If “It” hears anyone, s/he raises a hand; if the caught player is within the imaginary circle they have not been successful. Repeat.

**Possible side coaching:**

“Think about how you might fool the keeper of the keys.”

“What hasn’t been tried yet?”

**Variations:**

See Smaug’s Jewels for a similar activity.

**Processing points:**

- What tactics seemed to work?
- What made those tactics effective?
- Who else might need these kinds of skills?

**Possible learning areas:**

Suspense & tension, sensory awareness, tactics & strategies

**AKA:** Keeper of the keys