

## The empty chair

 5 minutes

 Whole class

**In this game students must have awareness of the whole group, and their place in it, in order to be successful.**

- The group sit on chairs in a circle.
- One student is nominated to stand in the middle of the circle — this means there will be one empty chair.
- The aim is for the student in the middle, on a given signal, to sit down on the empty chair.
- The rest of the group will aim to prevent them from doing this by moving, in a clockwise direction, to the seat next to them.
- The group must in effect move as one body to achieve this. If, for example, one person moves but their neighbour doesn't, then the student that moved will find themselves without a chair and the student in the middle will have an opportunity to gain a seat in the circle. Similarly, if someone is not quick enough to move, the student in the middle will be able to get a seat.
- In these scenarios, the student without a seat, or the one responsible for not moving quickly enough, will then have to stand in the middle.
- This repeats until the decision is made to end the game.
- As students get more skilled, they can choose to change the direction they move. This will require them to develop greater group awareness and be able to respond and adapt quickly.

