

## Yee-ha!

 15 minutes

 5+

 Distanced

 Inclusive mobility

**This game is great for encouraging students to demonstrate the energy and enthusiasm required for performance.**

- Ask students to stand in a circle and explain that you are going to teach everybody four different words and actions they'll need to know in order to play the game.
- The first word and action is 'Yee-ha!'. Bend your knees and bring your right hand across your body. Demonstrate the energy and enthusiasm you are looking for. Explain "Yee-ha!" goes around the circle, each person passes their 'Yee-ha' in turn onto the next.
- The second word and action is 'Rattlesnake'. For 'Rattlesnake' you make a snake-like movement with your left or right hand (depending on the direction of travel around the circle of the 'Yee-ha'). Demonstrate by asking the person next to you to 'Yee-ha' you and you respond with a 'Rattlesnake'. They should then 'Yee-ha' in the opposite direction.
- The third word and action is 'Hoedown'. For 'Hoedown' bend your knees and press your palms together. Explain that what this does is skip the next person in the direction of the flow.
- The final word 'Lasso' sends a movement across the circle'. Demonstrate with your right arm above your head in circular motion twice and then launching your arm in the direction of another participant.
- Recap all words and actions. Ask if anybody has any questions. Ask how they think people become eliminated from the game; hesitation, not enough enthusiasm/energy.
- After two practice rounds, play for real and begin to eliminate people — unless of course you think that's what they are hoping for!
- Ask the final two participants to stand back-to-back and request a magic word from the observers (this can be any word). Explain that each time you say any word that is not the magic word, they must take a step away from their opponent. When the magic word is said they must turn and 'Lasoo' their opponent. The fastest wins!