

**Activity Typology:** Pursuit Game

**Material:** Bibs

**Description of the activity:**

Participants who are part of the group of people with witchcraft find and put on a bib (so to be easily identified). The task for the witches is to get everyone else to become statues. To do this, they must say the name of the person they are chasing when at a distance of two meters. The person who becomes a statue must stand still where he or she is, in any position they want. Statues can move again only when another person mimics their pose from two meters away.

It is recommended that, every three or four minutes, the participants with witchcraft be changed. When this occurs, the already used Bibs will not be exchanged, instead clean bibs will be utilized.

**Variants:**

- V1:** Each person with witchcraft carries a bib in his hand. To catch, you have to throw the bib and try to touch another person. If the bib touches another person, that person becomes a statue. The people who catch are the only ones who can take the bibs.
- V2:** People play in pairs united by sports equipment (*Bibs or hoops*) that ensure the safety distance.
- V3:** Other rules used to ensure respect for the safety distance:
  - One person stops two meters from the person who is the statue and together they dance.
  - One person stops two meters from the person who is the statue and the two sing a song they have agreed to.
  - A person stops two meters from the person who is the statue and they greet each other in a fun way.

**Questions for reflection:**

- Did you all have fun?
- What did you like the most?
- What was it like keeping the safety distance? Has it been simpler or more complicated?
- Did you like the rules for saving? In what other ways could you save someone from two meters away?
- In what situation(s) have you had to work harder?