

**Activity Typology:** Collective play

**Material:** Circles

**Description of the activity:**

**Circles are spread across the game space distanced two meters away for safety** and leaving one free circle. Each participant (except one) is placed within a circle. The participant who does not occupy a circle is located near the circle that is furthest from the free circle. Your goal is to get inside a circle that is free, while the other participants avoid it. To do this, they have to communicate and change circles so that they occupy the empty circle and prevent the participant from getting into a circle. Participants can only walk around and there can only be one person within each circle.

**Questions for reflection:**

Questions for reflection:

- Did you like the game?
- What did you like best: playing with the role of zombie or preventing the zombie from getting into a circle?
- What strategies have you used as a group? Was it easy or difficult?
- What strategies have you used as a zombie to try to achieve the goal? Are they like the ones used by the group?
- What values do you think have been enhanced by this game: effort, teamwork, respect, ambition, humility?
- Can you give any example of a situation where effort stands out? What about teamwork? What about respect?