

Print this and give one to your pupils to take home



Grandmother's footsteps!

People: 3 or more

How to play:

- One person begins facing away from the others at the other end of the room or space.
- All other people start behind a marker which shows the start line.
- Grandmother says 'go' and everyone else tries to creep up to the Grandmother without being heard.
- If the Grandmother turns around, everyone else must freeze. If the Grandmother sees anyone move, they get sent back to the start.
- When the Grandmother turns away, everyone is allowed to creep again.
- The first person to get to the Grandmother wins the game and starts as the Grandmother in the next round.



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