

## Spider Web Game

**Materials:** Large playing area, 8 pylons

**Procedure: (Awaken Enthusiasm)** This game is very similar to fruit salad or octopus go. You'll need a large rectangular area to play, that has marked boundaries. The playing area is the spider's web.

1) The leader can pick 1 or 2 students to be "spiders". All the rest of the students will line up along one end of the play area, and they are the insects.

2) The goal of the game is to run from one end of the playing area to the other without being tagged by a spider. Spiders will stand in roughly the middle of the playing area with their backs to the insects. When the spiders are ready they can yell "Go" and the insects run, attempting to get safely through the web. If a student does get tagged by a spider they are now stuck in the web and cannot move from where they were tagged.

3) Students who are stuck on the web can attempt to tag the other students who are running by. If they do tag an insect, they are now also stuck in the web. Once all the players have been caught in the web or there is one clear winner the game can be restarted.

### Hints, tips and tricks:

- This activity burns energy! It is a great game to be used before a bug hunt to tame the excitement.
- You can also make it a bit more challenging, by naming groups of students by an insect. Instead of the entire group running across at once, one or two groups (i.e. Dragonflies and ladybeetles!) are called at a time.