

# Circle breakout

## GameProgression

1. Set up square grids with four cones.
2. Five players link hands in the centre of the grid to form a circle.
3. Teacher calls 'spin' and players begin to skip around in a circle (remaining within the square), teacher shouts 'change' and they must change direction of their skip. This call can be repeated several times
4. When 'break' is called player break apart and must go and stand on a cone. One player will be unable to stand on a square.

1. Loser has to perform a forfeit (e.g. 5 star jumps, 2 burpees, etc)
2. Each group has 6 players. Extra player calls commands. The loser must swap out after each game.
3. Multiple groups work at the same time. Loser must go and work with a different group.
4. Each player starts with 5 lives. Player loses a life each time they are left not standing on a cone. Repeat game for set number of goes. Player with most lives left at the end is the winner

