

# Duck Splat

*A super fun game to get your whole class involved!*



**Mr Funology**

Games For Engaging Teachers

**Game Type: Study Break**

**Recommended Ages: 6 and up**

**Number Of Players: Whole class**

**Equipment Required: Nil**

**Where To Play: Indoors or outdoors**

**Duration: 10 minutes**

## Objective

To be the last person standing at the end of the game.

## Set Up

Your students stand in a circle and the teacher stands in the middle.

## How To Play

Step One: Slowly move around the circle pointing to each student in turn and say 'goose'. When you feel like the tension has built to a suitable level of tension, point to the next student and say 'duck'. At this point, that student ducks down and the students to each side turn and face each other and say 'splat' as if they are throwing a cream pie.

Step Two: If the student in between does not duck down quickly enough they sit down. However if they get down in time, the student who was slowest to say 'splat' sits down instead. The student who is ducking down then stands up.

Step Three: The game continues until there are only two players remaining. At this point we have a tiebreaker duel. The duel begins with both students standing back. Say the name of an animal. Each time you say the name of an animal that is NOT a duck, the two students take one step forward. Continue until you say 'duck'. At this point, both students turn and say 'splat' and the fastest splatter wins. If it's a draw, the duel continues. If a student turns and says 'splat' prematurely, the other player wins.

Credit

Thank you to Ian Wilson for teaching me this great game!