

# MASTERMIND

Playing time 25 minutes

Number of teams on the field: 3 or 4 teams of 9 to 14 players.

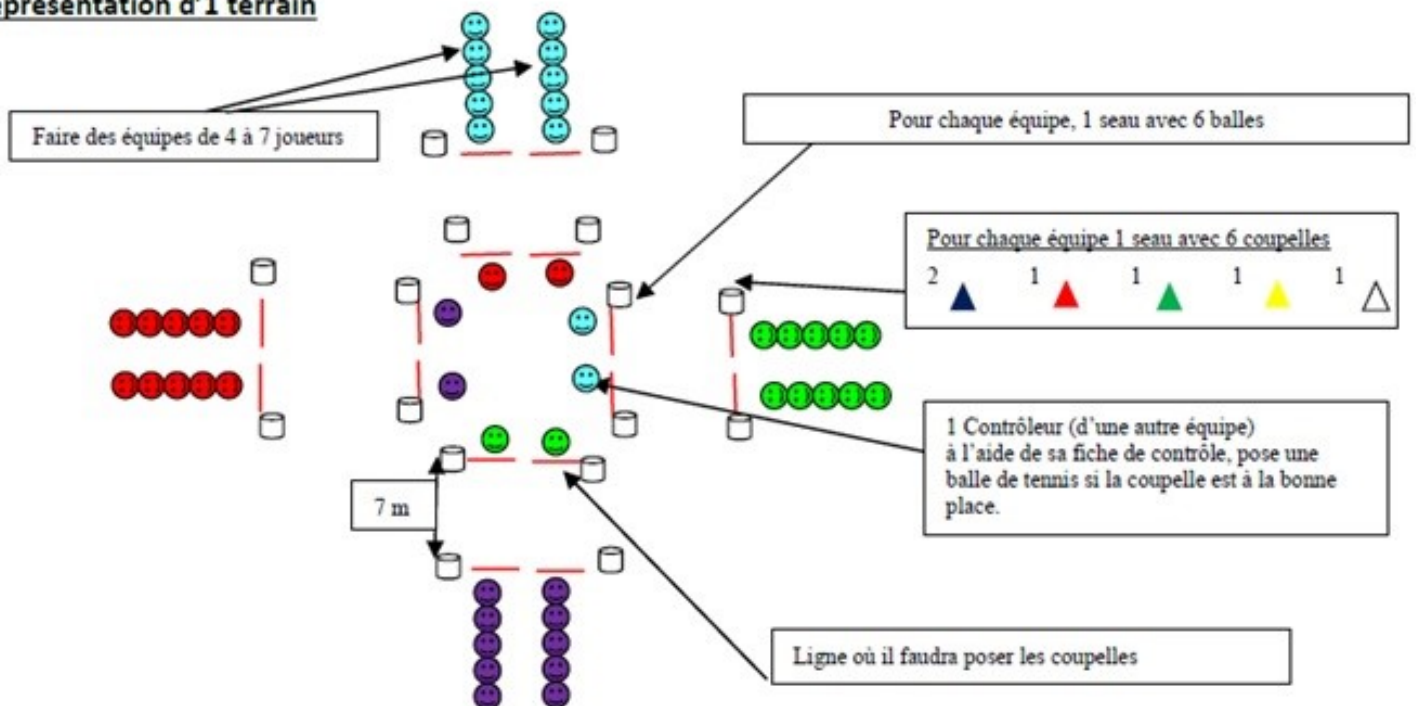
- 1 - take a cup
- 2 - run to the controller
- 3 - put the cup on the ground
- 4 - run back to clap the hand of the next runner.

The next runner leaves with another coloured cup.

Once all the cups are arranged, the relayers can make a change to reach the mystery code (each relayer will then have to move only two pins, one in place of the other)

End of the game: As soon as the secret code is discovered.

## Représentation d'un terrain



## Game: show your Olympic games

In teams, bring back the 8 puzzle pieces as quickly as possible. puzzle pieces in an orderly fashion (from 1 to 8). At the starting signal (visual or auditory), within each team of each team, the pair N°1, giving each other the hand

1. Pass under the bridge formed by the other pairs

(immediately pair N°2 advances to the starting line).to the starting line).

2. Walk around the hoop.

3. Run to your puzzle pieces.

4. Returns 1 of his puzzle pieces:

- If piece N°1: he brings it back.

- If piece with another number :he puts it back, face up "work".then returns to his team.

5. Passes under the bridge of his team(immediately pair 2 starts followingpair 1).

6. Put the coin in the hoop.

7. Stand at the end of the single file and form a bridge.and forms a bridge.

Each pair pays attention to the puzzle piece

Each pair pays attention to the puzzle piece returned by the acting pair,because the pieces have to be returned in a preciseorder (from piece n°1 to piece n°8).

All the children must be actors:possibility of directing the partners, orally.

Stage 1 ends when the 8 puzzle pieces are placed in the hoop.are placed in the hoop.

Video Link : <https://vimeo.com/697400002/0d59c21c78>

