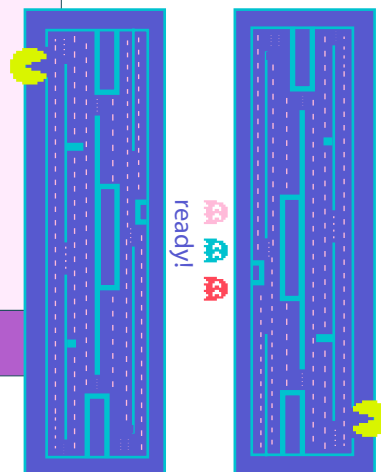


#3 Offline PAC-MAN

Age group: all ages

Duration: 15 to 30 minutes



Objective

This game lets players experience a video game, but life size and offline.

Required materials

- Masking tape, chalk, jump rope or other
- Playing surface

Preparation time: 15 minutes

How to play:

1. **Preparation:** If you don't have access to a gymnasium with predefined lines, you can create your labyrinth playing surface with masking tape, chalk, jump ropes, or any other available material.
2. Choose the player who will be the first PAC-MAN. You can identify them however you like or simply ask them to open and close their arms to imitate PAC-MAN's mouth.
- 3 Ask the other players to move along the lines of the labyrinth and to do their best to avoid PAC-MAN tagging them.
4. PAC-MAN has to try tagging the other players by moving along the lines.
5. When a player is tagged, they have to curl into a ball on the line and block the way for others. The other players will then have to turn around when they run into the curled-up player.
6. The game is over when all the players have been tagged except one. The last player standing becomes the next PAC-MAN.

Review of the activity

This activity brings attention to the difference between games that involve moving only the fingers and those that move the entire body. To encourage reflection, begin by asking your group what their takeaway is from the activity. If you would like to go further, here are a few additional questions you can ask, depending on the participants' age and level of understanding:

How do you feel when you are active?

What is the difference between this game and a video game?