

SEWING UP THE GAP

Items Needed: None

The object of this game is to tag the “chasee” before he/she can “sew up the gap.” (All of the gaps between players.)

The group stands in a circle leaving room in between each other. The “chasee” sews up the gaps by weaving in and out among players. When the “chasee” sews up a gap, those two players join hands and the “chasee” no longer can run through it. The “chasee” wants to sew up all of the gaps, before getting tagged, with him/her on the inside of the circle and the “chaser” on the outside. If the “chaser” tags the “chasee,” the roles are reversed.

