

What is the time, Uncle Wolf?

Number of players: the whole class Equipment needed: none.

An area of about 12 x 24 metres is marked off in an open-air playing field. In the gym the walls are meant to be the borders. The farm of the wolf is designated in one corner by an arc drawn with a 3-4 metre radius. The 3 metre lane on the other side is the house of the lambs.

A chosen pupil (Uncle Wolf) sits inside the farm or lies on his stomach and watches the lambs, who run about freely. The lambs run up to the farm of the wolf and keep asking: "What is the time, Uncle Wolf?" The wolf always answers: "Six o'clock", then later he says: "9 o'clock, half past 10", etc. In the case of such replies, the lambs can keep on running because the wolf can only start the chase if the answer to the lambs' question is "It's 12 o'clock"! If this reply is heard, every lamb tries to escape into the house as fast as possible, and the wolf can catch as many of the escaping lambs as he/she can touch before they reach the border.

The caught lambs will help the wolf in the next round of the game; they also can chase and catch the fleeing lambs. They then all decide together in advance to which question Uncle Wolf will give the answer upon which the wolves are entitled to start the chase (e.g. he will say "it's 12 o'clock" to the fourth question, after three false replies); so all the taggers know in advance when they can begin to chase the lambs. The game is over when all the lambs have been successfully caught by the taggers.

Rules:

1. Any lamb leaving the designated playing field is considered caught.
2. Chasing someone is possible only to the border of the "house", the escapee can only be caught outside the house.
3. An escapee who has been touched is considered caught.
4. During one course of the game, the wolf can catch more than one lamb
5. A pupil who is especially cowardly and does not dare to approach the farm of the wolf but stays near the boundaries of the house all the time must be declared caught after some warning