

KEY GAME

Also known as Grandmother's Footsteps, Statues, Red Light, Green Light

The one where...

Everybody has to try to grab a set of keys without being seen moving.

This is a physical game that requires stealth and agility. It's best played by moderate to large sized groups.

Time: About three minutes

Equipment:

- One chair
- One set of keys
- Large space

No. of players: 3+

Age group: 5+

Physical effort: 3/5

Mental effort: 2/5

Difficulty: 2/5

This game is good for:

- Focus
- Stealth
- Agility
- Patience
- Reflexes

Set up

At one end of the room a chair is placed with a set of keys on it. All of the players except the one designated It (known as The Curator in the variation called Statues) form a group at the opposite end of the room. The player who is It stands behind the chair, and faces away from the rest of the players.

Playing the game

The objective of the players who are not It is to grab the keys from the chair. The player who is It turns around every so often. Anyone who is seen moving by the player who is It must go back to the starting position. A player who successfully grabs the keys without being seen moving by the person who is It wins the game.

Variations:

- In some versions of this game, the players must tag the person who is It rather than grab the keys. The player who successfully tags the person who is It replaces them for the next game.
- The players form two teams – if any player from a team is seen moving by the person who is It, the whole team must go back to the start.
- Each player – whether playing solo or within a team – must sit down in a chair placed in the middle of the room before anyone in the group or their team can grab the keys.

1/3 Key Game

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