

HOW TO PLAY “FLY”



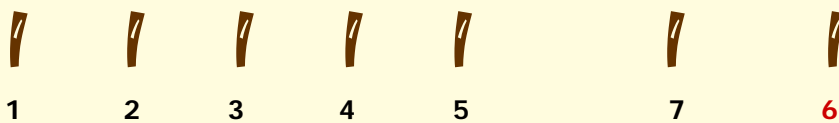
FLY – A GAME USING STICKS

“Fly” was a game that could easily be played anywhere. As with all games of this nature, there were variations to the rules and in the true spirit of improvisation were modified to suit the players and the location.

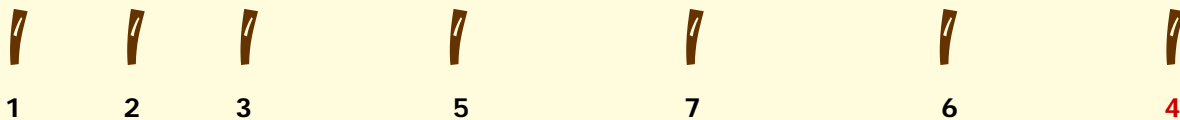
1. The children form a small team and collect 7 sticks approximately 30 cms long.
2. The sticks are arranged flat on the ground about 30 cm apart.



3. The children line up behind the first stick. The last in line is “Fly”.
4. Each child in line runs through the sticks placing one foot between each stick, being careful not to touch any stick. “Fly” (the last child) runs through the sticks then leaps over the last stick as far as s/he can go.
5. “Fly” then takes one of the sticks and places it where s/he has landed.



6. Each child runs through the sticks again and the process is repeated.



7. A child is out if s/he touches a stick, misses a space or puts more than one foot in a space. The spaces between the sticks get progressively larger and the game becomes progressively more difficult to play. If “Fly” gets out the next in line becomes “Fly”.