



Game Details

- **Equipment Needed:** None
- **Skills:** Balance, Jumping, Locomotor
- **Grades:** K-3
- **Game Type:** Group, Skill Practice

How to Play

Leader or teacher begins in the centre of playing area, while everyone else moves around the space in different ways. When the leader/teacher says “Marco”, everyone else must jump and land as quietly as possible. If someone is pointed at (for making noise), they must do the leader’s challenge before re-joining.

Modifications

▲ To increase difficulty, players must hop on one foot (Marco Hoppo)

▼ Make the challenge to re-join easier (3 jumping jacks, etc)