

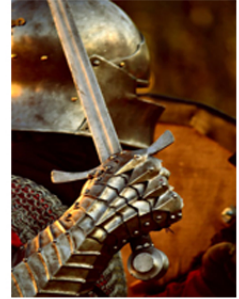
## Wizards, Knights & Maidens

Group Size – 20

Key stages – KS2, KS3, KS4

Team Building Skills : Working together, Following instructions

Equipment – No Equipment Required



Students work in groups of 2.

If the facilitator shout 'Wizards' the pair must assume the following position as fast as

possible – both pretending to duel with imaginary wands.

'Knights' is one student kneeling on all fours and the other pretending to ride horseback with sword aloft.

'Maidens' one has to hold the other one in their arms, as if they are carrying them across a threshold.

You can give them a minute to plan who plays which roles before you begin.

A simple game of speed, competition and elimination.