



# GAME INSTRUCTIONS

## Measure Up

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### OVERVIEW

While holding the end of a tape measure, players will close their eyes and walk backwards trying to get the tape measure to read as close to 6 feet as possible.

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### WHAT YOU'LL NEED

- A locking tape measure for each team
- A way to keep track of measurements
- An even number of players (As many as you like.)
- A cleared space in your environment
- Optional: Fun music and a way to play it for the audience

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### HOW-TO

#### PREP

- Clear space for students to safely walk backwards with their eyes closed.

#### PLAY

1. Select the participants and ask them to partner up.
2. In each team, ask one student to hold the tape measure case and the other to hold the retracting end of the tape measure.
3. Show each participant how to lock the tape measure.
4. The player holding the retracting end of the tape measure will close their eyes and walk backwards.
5. Once the player believes that they're at a distance of 6 feet, they'll ask their partner to lock the tape measure into place with their eyes still closed. (The player holding the tape measure case can't give hints!)
6. Record their measurement.
7. The player with closest distance to 6 feet wins!

#### GAME OPTIONS

- Select If a measurement exceeds 6 feet, that student is out.
- Play an elimination game. Have two or more teams measure at the same time. The winner stays and the next team competes against the reigning champ.

*NOTE: This game is written to be played as an all-skate game but can adapted to a stage or small group game.*