

Swapping numbers and chairs

The pupils form a circle with their chairs and are all given a number card. The game supervisor (teacher/pupil) stands in the middle and calls out two numbers. The two pupils concerned must then quickly swap seats. The supervisor must then try to „steal“ one of the two seats. Whoever ends up without a seat becomes the new supervisor.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30