

Hungry Wolf

1. Instruct players to form a line standing 6 feet apart from each other. Players are the bunnies and the facilitator is the wolf. The goal is for the bunnies to avoid being tagged by the wolf.
2. To start, the facilitator says, "Hungry wolf, hungry wolf what time is it?" Whatever time the wolf says is the number of steps the bunnies take toward the wolf. For example: six o'clock = six steps.
3. If the wolf says, "It's dinnertime," the bunnies must run back to the start line before the wolf.
4. If the wolf gets to the line before a bunny, the bunny becomes a wolf and races the other bunnies.
5. The game ends when everyone becomes a wolf.

