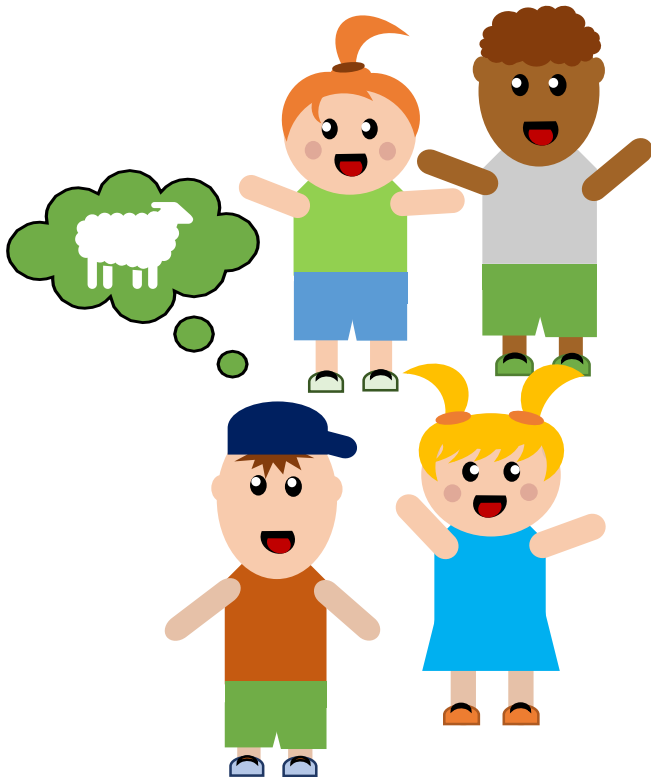


# EMPEROR'S CHILDREN



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## Objective

In Emperor's children, the children's working memories are challenged in that they must remember rules, and react quickly to information they receive during the game.

## Equipment

No equipment required.

## Instructions

1. One child is the Emperor and stands on one side of the play area with their back against the other children. The rest of the children stand on the other side.
2. The area is marked with a line in the middle between the Emperor and the other children.
3. The children shall now agree on what they shall represent, for instance, an animal.
4. The children say: "Hello, my Emperor."
5. The Emperor says: Hello, my children. What are you today?"
6. The children now mime what they are without making any sounds.
7. The Emperor shouts what he thinks they are and runs towards them. The Emperor must stop at the line in the middle. If the Emperor guesses wrong, he is not allowed to take anyone. If the Emperor is correct, all the children must go across to the other side.
8. The children taken by the Emperor become the Emperor's helpers and shall help to take the other children in the next round. The children who manage to get across to the other side must agree on what to mime in the next round.