



Gotcha

Try to catch another person's finger while keeping your own from being caught

TIME

10 minutes



TEAM STAGE

Any Stage

MATERIALS

None

SUMMARY

This is a game of keep away! Participants try to catch someone else's finger without having their own finger caught in the process. The purpose of this activity is to elevate the group's energy through play!

SET UP


- Instruct your group to stand in a circle, shoulder to shoulder.
- Have each person put their right hand out flat, facing palm up. No cheating, hands must be flat!
- Next, they should place their left index finger in the palm of the person standing to their left.

INSTRUCTIONS

- Tell the group that there are two goals in this game:
 - First, to catch the finger of the person to their right.
 - Second, to keep the person on their left from catching their pointer finger.
- The rules are :
 - Participants can only move their hands when they hear the word "Gotcha."
 - Participants cannot move out of the circle to avoid being caught.
 - If a participant's finger is caught, if they move before they hear "Gotcha", or react to a word other than "Gotcha", they are out and should step out of the circle.
- To begin play, the facilitator will tell a story, weaving in the buzzword "Gotcha" throughout.
 - For example, the story might begin: "Once upon a time, on a green planet called 'Gotcha!'"
- After each "Gotcha", allow participants who are out to exit the circle and have the remaining participants reform in a smaller circle before continuing the story.
- When the final two players are left, have them turn to face each other and they can continue play as before until there is one winner.

VARIATIONS

- Encourage those participants who are out to start a second circle and continue playing. This helps to keep everyone involved and engaged.
- Another option for when participants get out is to allow them to try to appropriately distract the players who are still in the game.

 **Online:** To facilitate this activity virtually, direct participants to find the "raise hand" feature in the video conference platform. As the facilitator tells their story, every time participants hear the word "Gotcha" they should try to be the first to raise their digital hand. In a platform like Zoom, the system will automatically reorder the participants list in order of who raised their hand first. The last few people at the bottom of the list in each round will be out. Participants will also be out if they raise their hand for any other word other than "Gotcha". [\[click here for video\]](#)