

Duck, Duck, Goose Game

The object of this game is to walk in a circle, tapping on each player's head until one is finally chosen and they must chase the picker to avoid becoming the next picker.

How To Play:

A group of players sit in a circle, facing inward, while another player, who is "it", walks around tapping or pointing to each player in turn, calling each a "duck" until finally calling one a "goose".

The "goose" then rises and tries to tag the "it", while the "it" tries to return to and sit where the "goose" had been sitting before.

If "it" succeeds, the "goose" becomes the "it" and the process begins again.

If the "goose" tags the "it", the "goose" may return to their previous spot and the original "it" restarts the process

