



HUMAN BATTLESHIP

You'll need to divide the area/room into 2 by setting up a barrier or sheet in the middle - something that you can't see through. Then divide the group in half and send one team to each side. Get each team to pick one player to start as the bomber, the rest of the players need to sit spread themselves across the area and sit down (or lie down) as a battleship. These players cannot move.

Each team takes it in turns to get their bomber to sit at the back of the area and throw a ball over the barrier to the other side. If their ball hits someone from the other team, the player that gets hit must then say "You sunk my battleship!" and they are out. They can now become another bomber for their team and they must sit with the other bomber.

You'll need to make up rules - like whether a ball can bounce before hitting someone, or whether both people are out if it hits two people in a row who are next to each other.

Once an entire team is out, they must all yell "YOU SUNK MY BATTLESHIP!"