

FOUR CORNERS

GOOD FOR

Hand-eye coordination, agility practice, and motor planning.

OBJECT

Make it to a corner without getting tagged.

EQUIPMENT

None.

PROCEDURE

- 1) Four active players take a spot on the four corners of a four square court.
- 2) The person that is "it" stands in the middle of the four square court ready to tag a corner player and obtain a spot for himself on an outside corner.
- 3) Play begins when a corner player leaves his corner and must go to a new corner.
- 4) When the corner players move to a new corner, then "it" tries to beat a corner player out for a spot.
- 5) When "it" beats a corner player to a spot, then he is out of the center and no longer "it."
- 6) If a corner player gets beaten to a new corner, he becomes "it."

