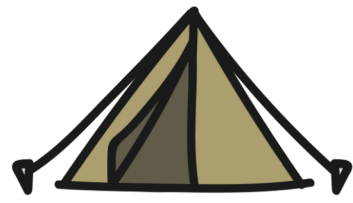


Sheriff's Chair



This is a classic drama game that has been used and adapted for years. It's a great strategy game which combines teamwork with verbal and non-verbal communication.

It is very simple, which means it can be adapted very easily to suit the topic or lesson of the day.

Setup

This game requires a lot of space, so is probably best played in a sports hall or outside.

Each player must have a chair and spread them randomly around the space, pointing in different directions.

Pick one player to be 'The Sheriff', the remaining players are all outlaws defending the chairs (representing towns). The Sheriff starts at one end of the space with his chair unoccupied. The outlaws must all start by being sat down on their chairs and therefore occupying a town.



The Aim

The outlaws must prevent the Sheriff from visiting the towns to overcharge taxes to the poor.



The Rules

1. The Sheriff may only walk.
2. Once an outlaw has left their chair, they must not sit back in the same chair.
3. Outlaws must not touch or block the Sheriff in any way other than sitting in the chairs.
4. Once the Sheriff has sat down in a chair, the game is over.



Uses

I use this game to introduce the financial difficulties and territory disputes in Medieval England and encourage a class to work together as a team. Once a group has got the hang of it, I can add extra challenges by banning verbal communication or turning an outlaw into another tax collector.