

🇬🇧 Physical Class Game: Story 052: “Yes or No Circle”



How to Play

1. Circle Setup Children sit in a circle. One child is chosen as the “Decision Maker.”
2. Scenario Reading The facilitator reads a short scenario -e.g., “Your friends want you to sneak into the city without permission.”)
3. Quick Choice The “Decision Maker” must answer with either:
 - “YES, I will do the right thing.”
 - “NO, I will not join in.”
4. Ripple Reaction The rest of the circle reacts together:
 - If the choice is responsible → everyone claps, cheers, or says “Bravo!”
 - If the choice is risky → everyone shakes their head and says, “Oh no!”

Switch Roles: A new child becomes the “Decision Maker,” and the game continues with a new scenario.

Joyful Twist:

- Use cheer cards (🌟, 🙌) and no cards (❌, 😞) that children can hold up.
- Add fun sounds: clap loudly for YES, sigh or say “meow” (like the cat) for NO.
- Keep rounds short and lively so everyone gets a turn.