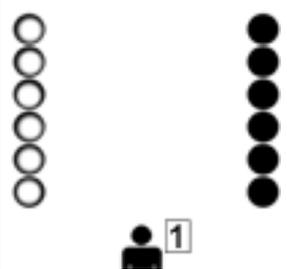
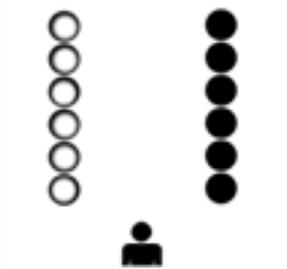
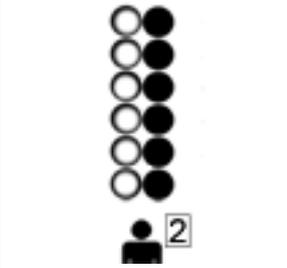
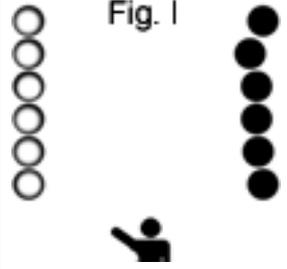
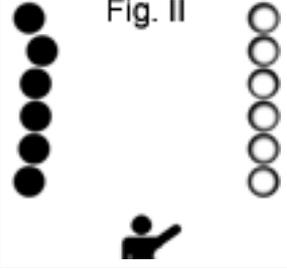


# Retreat

1		<p>Line up two teams on opposite sides of the room, facing each other. The number of students per team does not necessarily have to be equal, so “boys vs. girls” is fine, and even recommended. Show one card to the group. Elicit the vocabulary.</p>
2		<p>Everyone takes a step toward the middle of the room (i.e. towards the opposing team).</p>
3		<p>After several repetitions of showing that card (you can use several “safe” cards if you like), show a “danger” card – a predetermined card that elicits a separate action.</p>
4	<div style="display: flex; flex-direction: column;"> <div style="display: flex; align-items: center; margin-bottom: 10px;">  <div style="margin-left: 10px;">Fig. I</div> </div> <div style="display: flex; align-items: center;">  <div style="margin-left: 10px;">Fig. II</div> </div> </div>	<p>In the standard version (Fig. I), everyone returns to their starting point and sits down.</p> <p>In the “Advance” version (Fig. II) the groups switch sides and sit down. The first team to sit down in a line on the correct side wins. If you have a different card for each action (i.e. retreating or switching), you can incorporate both actions in the same game – for this boy/girl teams are <i>strongly</i> recommended.</p>

Tips:  Another variation you can do is assign one flashcard per team. Teams take a step forward only when their card is shown.