Mîskopiciķan...switch places if...

- Students are seated on chairs in a circle formation.
 One student is without a chair, which leaves them standing in the middle of the circle.
- The student standing in the middle of the circle says, 'mîskopiciķî kîspin...switch/change places if...(you are 10 years old), (if you walked to school) etc...
- 3. Then, all the students who "*did*" must get up and change chairs. Whoever is left without a chair provides the next instruction.
- 4. This game can be implemented to practice describing people, giving commands, and talking about present and past tenses.







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