

tapasî/waskawî

Run Away/Move!

Game instructions:

The number of players can range from 10-20 players

1. 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.
2. The student standing in the middle of the circle numbers off all players, including himself/herself.
3. The person in the centre calls out numbers at random in Northern Michif.
4. Those who hold the numbers called, including those in the middle of the circle, must get up and exchange seats when tapasî or waskawî has been called.
5. The person left without a seat stands in the middle, calls numbers at random, and the seat exchange continues. Bonus: The student standing in the center doesn't have to select numbers. They can call tapasî and have everyone scatter for a different seat.

