



SPARK

- 1. Each pair of players invents a patterned clap without talking and use only their hands.**
- 2. An adult will say “Spark” and the players stop clapping and try to grab their cones with one hand before their partner grabs them (if both players touch the cone at the same time, they can Ro-Sham-Bo).**
- 3. Whoever touches the cone first picks up the cone.**
- 4. Whoever is holding the cone, walks around the space to find new players who are not holding cones (the players who are not holding cones stay where they are).**
- 5. The player places the cone on the floor between the two new players, then the adult blows his/her whistle and the new player invents their own patterned clap.**
- 6. The game continues until each player plays with at least a few different invent-a-clap partners.**