HOW TO PLAY "AT THE BOTTOM OF THE SEA""

"At the Bottom of the Sea" is a fun and active game that can be played both indoors and outdoors. It's a great game for group activities, helping kids develop their listening skills and quick reflexes.

Number of Players: 5 or more players.
Equipment: no equipment is needed, just a spacious area to play.
Setting Up: Select one player to be the "Caller." The Caller will give the commands to the other players.

How to Play:
- All players, except the Caller, stand in the middle of the playing area.
- The Caller stands at one end of the playing area and shouts commands *related to* sea animals or actions.

The commands can be:
- *"At the bottom of the sea, you might find... a shark!" (Players can pretend to swim like a shark)*
- *"At the bottom of the sea, you might find... a crab!" (Players can walk sideways like a crab)*
- *"At the bottom of the sea, you might find... a seaweed!" (Players can sway like seaweed)*

- Players must act out the command given by the Caller. The more imaginative the actions, the better!
- The Caller can try to trick players by giving unexpected commands or saying something *unrelated* to the sea.

For example: "At the bottom of the sea, you might find... a giraffe!"
Players should not move because giraffes don't belong in the sea.

Getting Caught: If a player acts out a command that is not related to the sea, they are out and must sit on the sidelines.

The game continues until there is only one player left standing. This player can then become the new Caller.

Variations: All players can sing this song while they perform the Caller's command (*listen to the melody here* https://shorturl.at/ssj7Y):

 At the bottom of the sea
 All the fish are swimming
 Here and there and everywhere
 Oh, so many things you see!

Encourage Creativity: encourage players to be creative with their actions and have fun with the game.