



# Monster Quest

As demigods approach the fragile age of 12 monsters from all around the world seek them out before they are claimed by their Godly parents. Those that know are always on the run, and those that don't eventually head to Camp Half-Blood where they will be safe. In this game one team will represent the monsters and the other team will represent the demigods.

**Students will be split in half, into two teams.**

**The two teams will line up behind the first hula hoop on each side of the court as shown in the diagram. ♣On the “GO” command the first student on each team will begin hopping from hula hoop to hula hoop around the laid-out course. ♣At one point the student from Team 1 and the student from Team 2, will come face to face in contact with each other. To keep going on their path, the two will play RPS, to see who can continue. ♣The winning student will keep hopping on their way. The student that loses will immediately step out of the hula hoops course and the next student in their line for their team will start hopping. ♣The goal of the game is to hop all the way around the course to the other teams’ side. Anytime this happens a point is scored. ♣Most points at the end wins!**

Monster Squad

Demigod Squad

