

AMONG US

INSTITUT EL PRAT

EDITION

THERE IS AN IMPOSTER AMONG US!

The Aim:

Perform tasks and determine who are your crew mates and who is an imposter.
To learn household vocabulary and routines.

Materials:

Task cards
Room name cards
Image of a ghost.

Preparation:

- You need to create zones in your classroom using 6 tables.
- Place a room name card on each table to create the rooms of a house.
- Then decide a location for the ghost. This will act as the graveyard for when crew mates are killed.
- Place the task cards in a container, box or envelope.
- Players randomly pick a task card. Make sure no one else can see your card.

Rules: During game play there is no talking or communication.

Game Play: If you think you know who the imposter is, you must raise your hand to stop the game .
Players then vote. If you are correct, the imposter is eliminated!

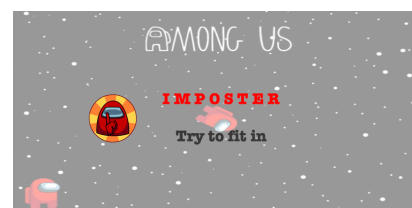
CREW MATES:

You walk around the zones freely. Your mission is to complete your task in your zone only.
For example:
If you receive this card:



When you are in the Kitchen zone, you must act out the action of washing the dishes.

IMPOSTER:



If you receive the Imposter card your mission is to discretely kill crew mates without being caught. To kill crew mates, you must tap them on the shoulder.
You must wait 30 seconds between each kill

We hope you enjoy our edition of 'AMONG US'