

THE OPPOSITES

(Preschool, Year 1 & Year 2)



1. Each player needs to **turn on** their **camera** and they will be given **three (3) lives**. If a player, does it wrong, then they lose a life.
2. The host shouts out the instructions, however the **players have to do the opposite** of what is said.



3. The host can only use maximum **2 out of 6** instructions each time. The instructions can be repeated or changed. If a player, does it wrong, then they lose a life.
4. The **last player standing will be announced as the winner**.