

The rules of "1, 2, 3 sun"

- 1) A player (*child one*) stands facing a wall .
- 2) The other players stand in a straight line about 20 steps away from him.
- 3) *Child one* hits the wall three times , counting loudly " one, two, three "; when he says « SUN » he turns around
- 4) While *Child one* is counting, the other players try to approach the wall and touch it as quickly as they can.

But when *child one* turns round, everybody must stand still (like statue) .

If *child one* sees one of the players advancing or moving, or simply losing balance, that player returns to the starting line .

- 5) The goal for the players is to succeed in touching the wall without *child one* seeing them.

6) *The game continues until a player touches the wall and he or she becomes the new 'child one'*