

Assignment 3: Kick the “Can”

Kick the “can” is a game of excitement, energy, and hiding from one’s friends. It is typically played by a group of 5-10 kids, typically boys, although girls can play, anywhere where there is a place to hide and you won’t be chased off by someone’s parents (at least not right away). All that’s needed to play is enough people any object that can serve as a “can” (a bucket if a can cannot be found). The players then choose one person to be “it” then the game begins!

The player who is “it” places the “can” in a self-designated spot anywhere that’s open, covers his eyes and begins counting to one hundred, and all the other players run off and hide as best they can. The players can hide as far away as they want, but if a player goes too far, he won’t get caught and where’s the fun in that? Once he reaches one hundred, the person who is “it” uncovers his eyes and then goes off searching for the other players, but tries to never get too far from the “can”.

When the person who is “it” finds another player he yells out “I see you” and shouts the player’s name, and both players start running for the “can” as fast as they can. If the spotted player reaches the “can” first, he kicks that “can” as hard as he can and runs off and hides again while whoever is “it” must find and bring the “can” back to it’s the original place. If the person who’s “it” gets to the “can” and steps on it first however, the spotted player is “out” and must wait by the “can” in hope he will be rescued.

Once whoever is “it” has caught someone, all the other players who aren’t “out” have a new goal, they try to get close to the “can” while the person who is “it” is not looking and then kick it before they are spotted. If a player successfully does this he’ll run off to hide again along with all the other players who were “out” while whoever is “it” must go off bring the “can” back to its original place. The game goes on until all the players decide they are too tired to play

anymore or until the person who is “it” has successfully gotten everyone out in which case a new person is designated “it” and the game starts over again.

The person who is “it” is not allowed to call out a person’s name if they do not see the person whose name they are calling or if they don’t know the name of the person they see (usually because they could only see said person’s foot). If they call the wrong name, whoever is “it” must return to the “can”, cover their eyes and count to 50, so that everyone can hide again.

Critique:

This game is a fun game that can be played by friends in order to give a way to have fun in the mid-afternoon of spring, summer, and fall. It provides a good way to spend extra energy and provides excitement while a player tries to kick the “can” without being caught or while both players rush in order to see who can get to the “can” first.

The rules of the game are simple enough that anyone can easily understand and enjoy the game, but complex enough that players can make their own strategies in order to try to sneak past whoever is “it” and kick the before he notices. One problem with this rule set is that 3 or so people can hide relatively near the “can”, but out of direct sight of the “can”, and if whoever is “it” spots one of them, they all run for the “can” and almost always kick the “can” before whoever is “it” gets there.

It is usually good strategy for the person who’s it to stay relatively near to the “can”, so they have a better chance to reach the “can” first after spotting someone. Also, while it lowers the chance of being spotted, it’s usually a bad idea for the other players to hide real far from the “can” as then whoever is “it” will rarely spot anyone and the game will be rather boring and uneventful. It is also helps to hide close to the “can” so that the players can reach the “can” quickly while whoever is “it” is not looking.

Culture:

Time, place, social situation:

Target Audience:

Play:

Arrangement of players in space:

Emotions involved in play:

Rules:

Equipment used:

Needed definitions:

Goal oriented Rules arranged chronologically:

Boundary rules; how cheap wins are avoided:

Critique:

Rules: Holes in boundary rules if any:

Play: 2 hints for effective play:

Play: description of how the game is meaningful:

Culture: impact of game on target audience and other audiences: