



## Environmental Games

### **AIM**

To learn about and respect a wide range of wildlife.

### **OBJECTIVES**

To encourage a positive attitude towards the environment in which we live.

To participate in a range of games

### **CURRICULUM LINKS**

Citizenship 5a To take responsibility

English EN1 Speaking and Listening

PE. Skills.

Science 2 Life Processes and Living things

ESDGC. Natural Environment.

### **SAFETY POINTS**

Make sure the group is calm before they start. Point out the hazards of running, vegetation, rabbit holes, ponds etc.

### **NOTE**

The majority of these games have not been designed by The Wildlife Trust of South and West Wales but have been adapted from many well known and well used games.

## ACTIVITIES

### 1. FOX AND RABBITS

Discuss with the children how rabbits can survive against the fox. The fox is quick so rabbits must hide, but they also need to know where the fox is at all times.

This game is like hide and seek. The child who is 'it' is the fox and counts to 20. All other players are rabbits and must hide in a place where they can't be seen but they must always be able to see the fox. When the fox has finished counting he will where he is and shout out the names of anyone that he can see. When he is satisfied that he cannot see anyone else, he raises his hand and does a hand signal. After this signal has been shown all the rabbits that are left come back and stand with their backs to the fox. They show the signal to the fox and if it is correct they are the winners of that game.

### 2. FOX AND SQUIRRELS

Give each child (except 3) a piece of cloth which represents their squirrel tail. They should tuck this into their trousers so that it is hanging out most of the way. They then have 20 seconds to escape from the foxes. When time is up, the foxes must go and chase their squirrels and collect squirrel tails. If a squirrel loses his tail, he will then become a fox.

### 3. BAT AND MOTH

All children stand in a circle. 2 children should stand in the middle, one is a bat and one is a moth. The rest of the children are trees. Blindfold the bat and explain that when they say 'bat' the moth will reply with 'moth,' and if the bat gets too close to a tree they will shout 'tree.' The aim of the game is for the bat to catch the moth and the easiest way is to shout 'bat, bat, bat' and the moth will have to reply 'moth, moth, moth' giving more opportunities for them to catch the other person.

### 4. OWLS AND CROWS

Divide the group into 2 equal teams. Line up each team, facing each other and then make a statement about nature or the environment. If the

statement is true, the owls chase the crows and if it is false the crows chase the owls. Anyone caught must join the other team. If the answer isn't obvious, you will get some children running towards each other. The leader should stay quiet until everyone has calmed down enough to hear the answer. Here are some example questions:

- The wind is coming from behind the crows
- A deciduous tree keeps its leaves all year round
- This seed comes from an oak tree

## 5. NATURAL ORCHESTRA

Each child goes off to find something that makes a noise. Encourage the children to each find different objects. Get them to experiment with different materials and try banging, swaying, blowing etc. When each of the child has found a noise then they should come back to the circle and take it in turns to show off their musical sound. After they have all had a go, divide them into smaller groups for example all those banging two pieces of wood or all those swaying a branch and get them to work together to create a sound. You can then conduct the orchestra getting each group to start and stop and make wonderful 'natural' music.

## 6. THE SEED GAME

For this game you will need a series of tokens; air, water, soil, heat, light and oxygen. Scatter the tokens on the floor. Each child is a seed and in order to grow they will need to collect each one of the tokens. If they are successful they can go to the wildflower meadow where they will grow into a beautiful flower.

Identify 2 children as the birds who must try and tag the seeds before they reach the wildflower meadow. If they get tagged they must go to the compost heap.

This is a very active game which children love. It is important to keep highlighting the important aspects and maybe add some extra dimensions, for example you can take some of the soil tokens away making it harder for as many flowers to survive, start thinking about the needs of specific flowers (for example a sunflower needs lots of light so they may need to collect 2 tokens) etc.