

Monkey Monkey

Kit: None **Min** 10 people

What to do: Get the children to line up along one side of the play area. Choose one person to be the monkey and stand in the middle of the play area.

The children in a line then say "Monkey monkey may we pass your beautiful forest". The monkey says "yes but only if you are.... (e.g wearing red wellies, have a jumper on etc).

Those children that match the description can walk across the field to the safety of the other side. Once they are there they have to ask the monkey **VERY** nicely for their friend to come across and the monkey can reply "oh, but they have to get past **ME!**". The team on the other side then have to run across to join their friend without being caught by the monkey.

If they are caught they then become monkeys and stand in the middle catching people until everyone is out.



Bat and Moth

Kit: Blindfold

Min 7 people

What to do: One child wears the blind fold and is the bat. One to three children are the moths. The rest of the group are trees and form a circle around the bat and moths - their job is to keep the bat safe and stop the moths from leaving the circle.

The bat then has to find the moths by shouting out "BAT". Instantly the moths shout back "MOTH". The bat uses these sounds to find their prey and once a moth is tagged by the bat the game is over.

If the bat is struggling suggest that they say bat more often and listen carefully to the moths; get the moths to just walk rather than run; get the moths to shout out "MOTH" five times everytime they hear "BAT"

** This game is a good way of introducing the concept of echolocation*





Find a Mate

Kit: None

Min. 6 people

What to do: Develop a list of common animals, such as deer, cat, dog, mouse, bird, MONKEY etc.

In secret, give each child an animal. The key to the game is to give each animal twice so that every child will have a mate.

When the signal is given to start, the children imitate their animal and try to find their mate. This is where the fun starts. Encourage the children to "become" the animal. Walk like the animal, make sounds like the animal, and behave like the animal.

No human talking is allowed.

When all mates are found, start another round.





Metamorphosis Game

Kit: None

Min. 15 people

What to do: everyone starts as an egg and if you are an egg you make the sound "wobble wobble" and walk around crouched down like you are a baseball catcher. Once you meet another egg you "compete" to move up by playing "rock, paper, scissors". Now, the winner moves up to be a larva/caterpillar. They walk around chanting "chomp chomp" with their hands moving up and down as if they were incisors. The loser stays as an egg as that is the lowest category you can go. If the larva sees another larva they play RPS with the loser moving back down to an egg and the winner becoming a pupa/chrysalis. They have to hop around all straight and goofy chanting "metamorphosis". If they see another pupa they play RPS and the loser goes back to larva but the winner becomes a butterfly. They fly around and go "slurp" because they drink nectar from flowers. If you see a fellow butterfly you play RPS and the loser goes back to the pupa stage and the winner becomes a supreme being and stands off to the side and sings the Supreme Song "Stop in the Name of Love before you break my heart, think it over....." They sing that over and over to the other players.

Two Keys:

1. You can never go lower than an egg
2. You only play RPS with players that are at the same stage as you, hence the need to make noises and hand motions.





Giants, Wizards and Elves

Kit: None

Min. 10 people

What to do: Split the group into 2 teams. Line them up facing one another about eight strides apart. Explain that the game is a life sized version of paper, scissors and stones, but instead, they will be Giants, Wizards and Elves. Demonstrated the action for each:

Giants - stand tall with their arms stretched above their heads.

Wizards - aim their wands at their opponents and make a zapping sound.

Elves - crouch low with their arms held out and their palms facing up making a tickling motion and sound.

Each team must decide who they're going to be (whole team must be the same). They line up and take three steps forward in time to your count. On the third step they must act out their chosen role. The group that is beaten must run back to the start before their opponents catch them.

The order is as follows:

GIANTS "squish" ELVES
WIZARDS "zap" GIANTS
ELVES "nip" WIZARDS

If someone is caught, they become a member of the opposite team. Continue until the whole group has become one team. Alternatively, give the game a maximum run time.





Who Am I?

Kit: Laminated pictures of various animals, masking tape/pegs

Min. 5 people

What to do: Without the person seeing pick out a picture from the pack and tape it to their back.

Get the children to ask each other yes/no questions to try and find out what creature is stuck to their back i.e do I have fur, do I have four legs, do I live in water.

Once they have all guessed what creature they are the game can be expanded by getting them to act out their animal's movements.





Meet a Tree

Kit: Blindfolds, picnic area Monkey Forest

15 mins

What to do: Split the children up into pairs and give one of them a blindfold.

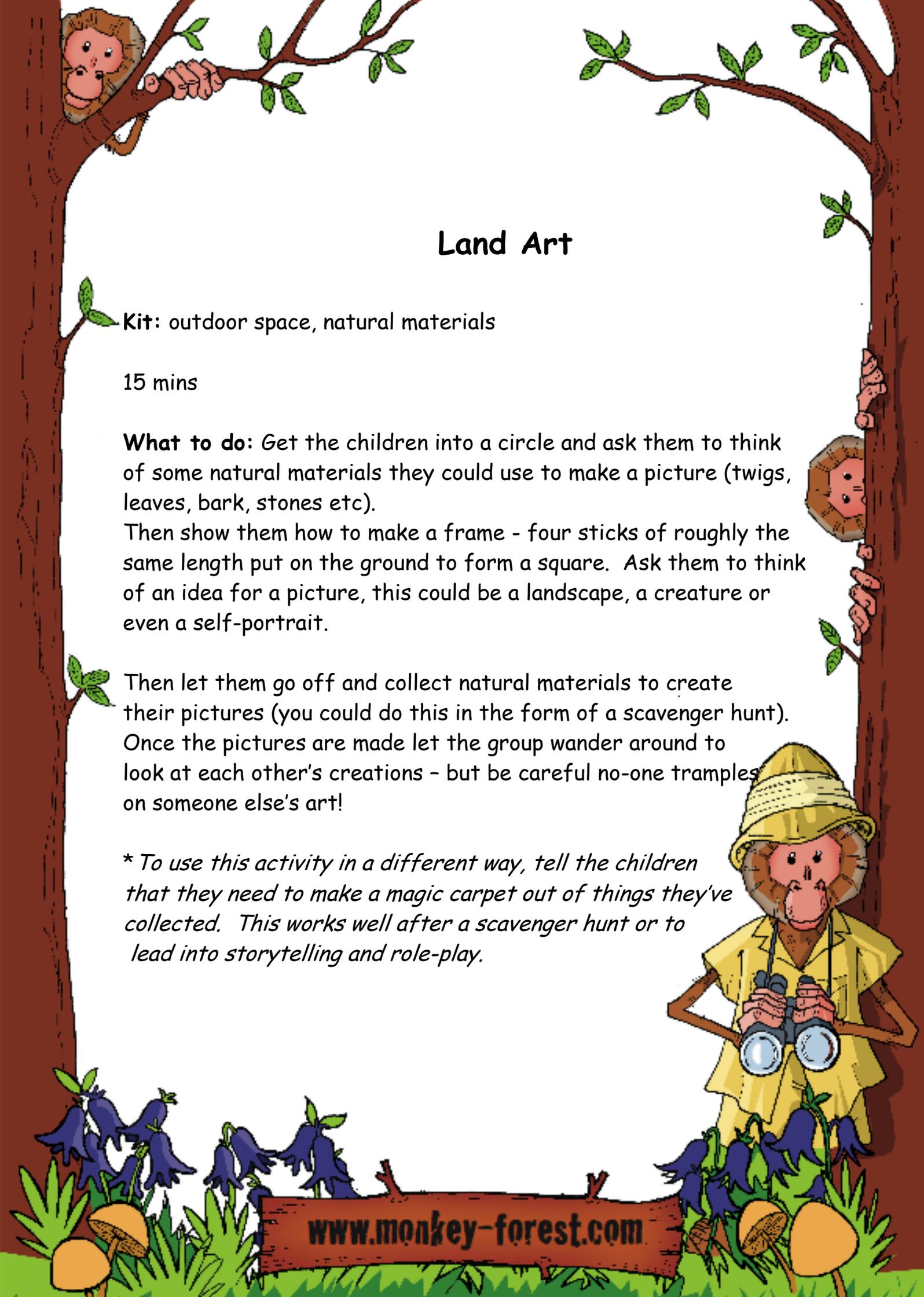
The other children then have to lead their partners around the picnic area and bring them to a chosen tree.

The blindfolded person has to use all of their senses (except their sight) to get to know the tree.

Their partner then leads them away and turns them around 3 times before taking their blindfold off.

The blindfolded person then has to guess which tree it was they met!





Land Art

Kit: outdoor space, natural materials

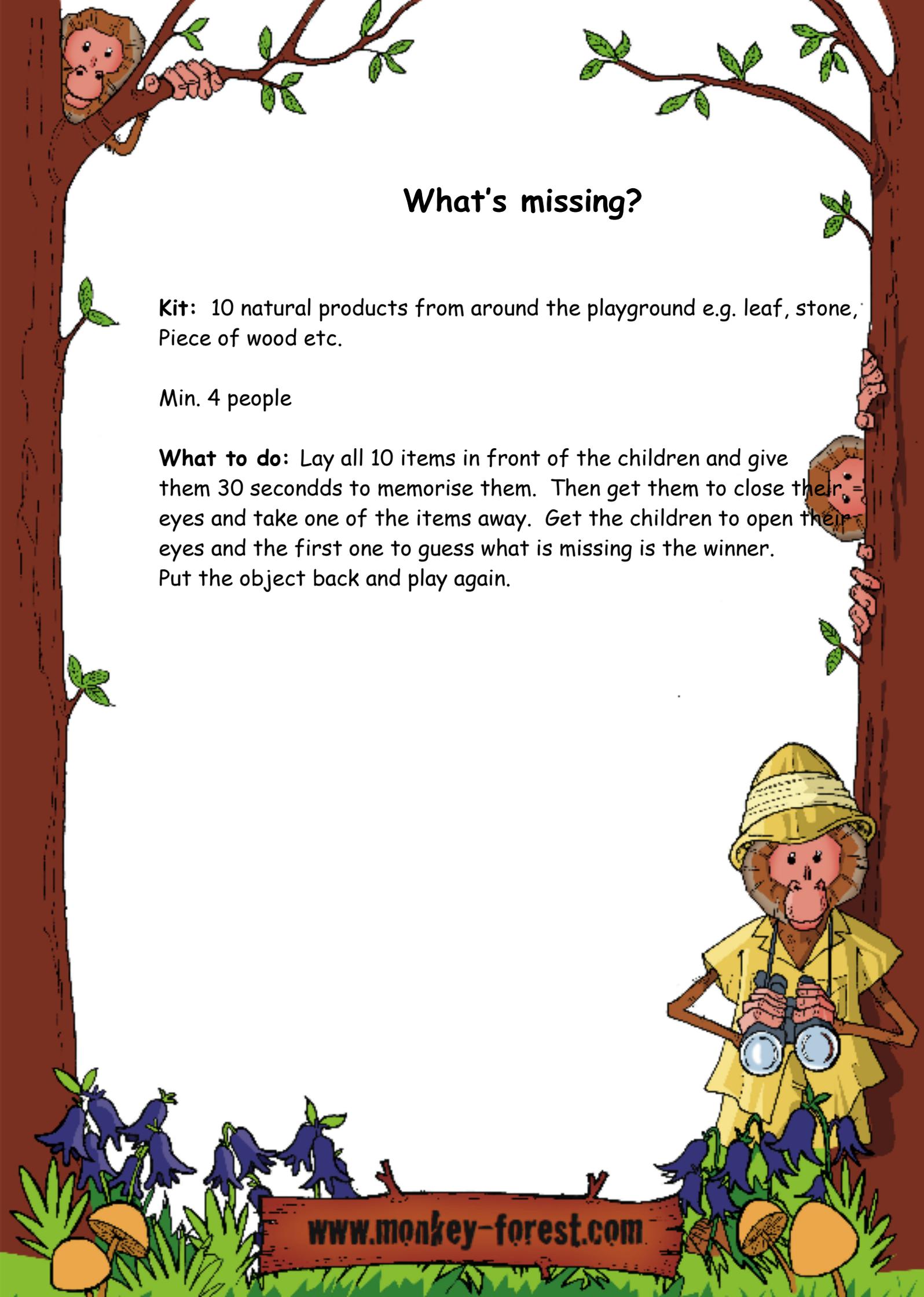
15 mins

What to do: Get the children into a circle and ask them to think of some natural materials they could use to make a picture (twigs, leaves, bark, stones etc).

Then show them how to make a frame - four sticks of roughly the same length put on the ground to form a square. Ask them to think of an idea for a picture, this could be a landscape, a creature or even a self-portrait.

Then let them go off and collect natural materials to create their pictures (you could do this in the form of a scavenger hunt). Once the pictures are made let the group wander around to look at each other's creations - but be careful no-one tramples on someone else's art!

** To use this activity in a different way, tell the children that they need to make a magic carpet out of things they've collected. This works well after a scavenger hunt or to lead into storytelling and role-play.*



What's missing?

Kit: 10 natural products from around the playground e.g. leaf, stone, Piece of wood etc.

Min. 4 people

What to do: Lay all 10 items in front of the children and give them 30 seconds to memorise them. Then get them to close their eyes and take one of the items away. Get the children to open their eyes and the first one to guess what is missing is the winner. Put the object back and play again.