

Alphabet in Nature

Grade: K-1

Players: Individually, partners, or in small groups.

Equipment/Materials: Stickers or markers, and alphabet cards.

Activity Description:

- Individually or in partners, students are instructed to find things in nature that begin with a letter of the alphabet and to tell an adult once they have found and recorded it.
- The teacher or adult volunteer then puts a mark or a sticker on that letter on the student's alphabet card.

Rules/Safety Reminders: Must remain within the designated boundaries.



Alphabet Card

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

Obstacle Course

- In small groups make an obstacle course for their class mates to go through.
- Must have a min of five different moves



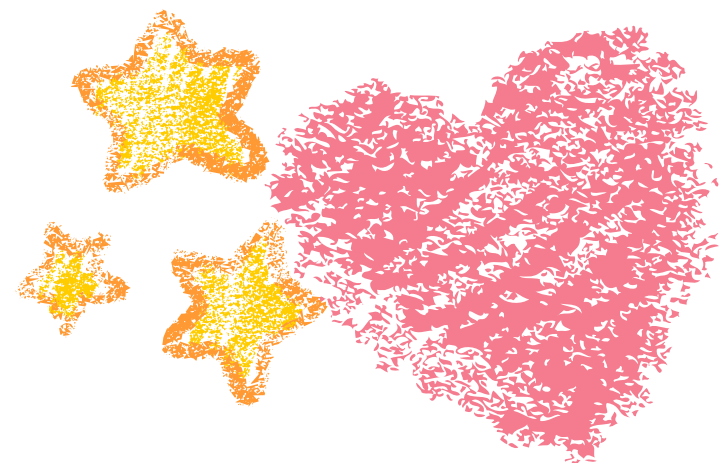
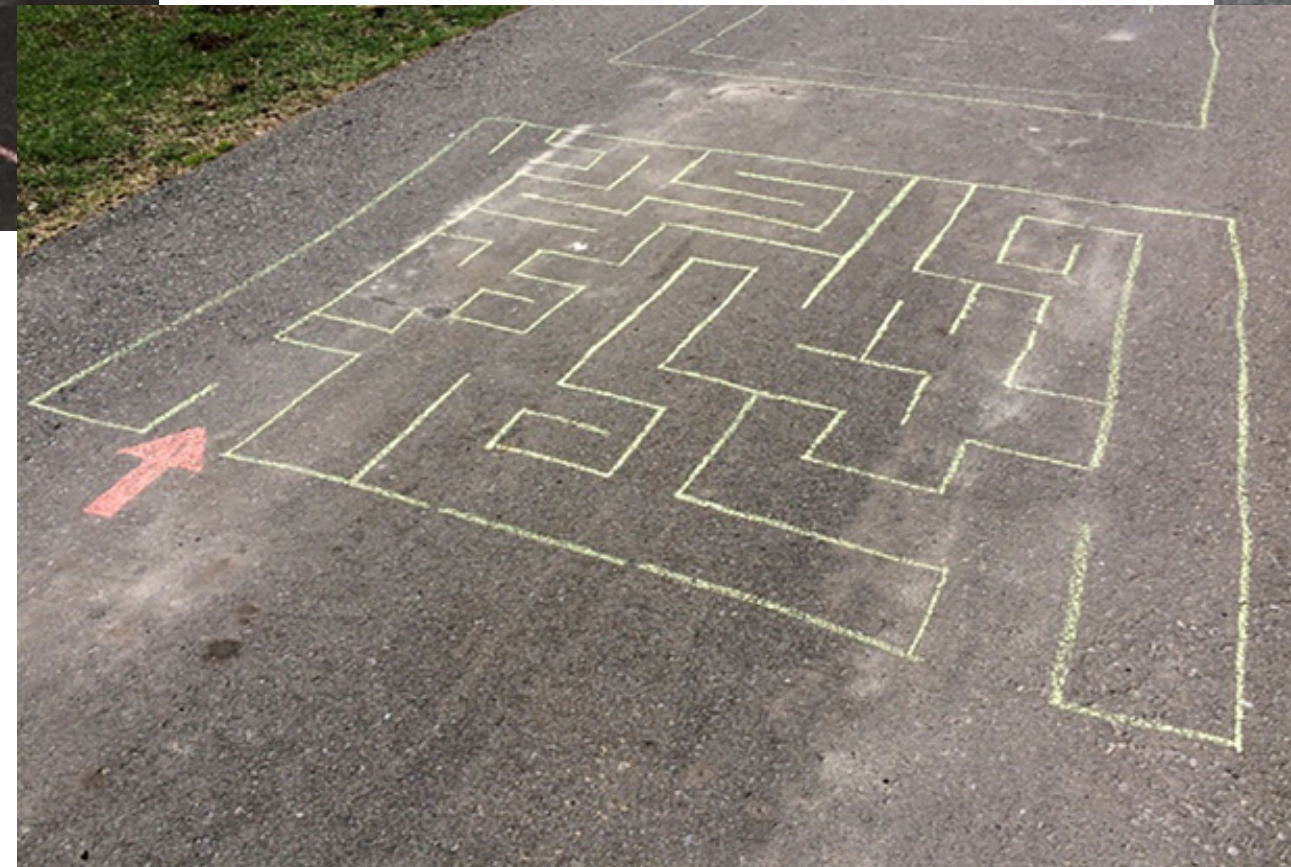
Target Practice

- Use bean bags or fir cones to toss
- Use chalk to tally up points on the side



Maze challenge

- Make a maze for your partner
- What shape will you use?



Obstacle course – follow the leader



Where:

- Play in the forest or on the big toys around the school grounds.

How to play:

- Mark out the boundaries
- Either the teacher is the leader or a chosen student leader
- Using the equipment or landscape and natural objects move around with the class following all your movements.
- How creative can you get?!

Rainbow Nature Find

Grade: K-3

Players: Individually or in partners.

Equipment/Materials: Pencil Crayons all colours

Activity Description:

- Students choose two random colours of pencil crayons. Be sure to include all colours.
- Have students match their pencil crayons to natural items found in the forest, beach or school grounds.

Debrief: "What colour was most surprising for you?" Where did you find it?"

Rules/Safety Reminders: Must stay with your partner at all times.



Eagle Eye

Grade: K+

Players: Players run and hide in the playing area within the boundary (areas with long grass or trees and rocks to hide behind are best).

Equipment/Materials:

- Cones to place around the eagle, or can use a stick to draw a circle in the dirt.

How to Play:

- Teacher chooses one student to be the Eagle (predator), the remaining students are Mice (prey).
- The Eagle must remain in its 'nest'(a small circle made around them); they close their eyes and ears, and count to 30.
- The mice run and hide within the boundary. Mice must be able to see the eagle with at least one eye.



Eagle Eye con't

How to Play con't:

- Once hidden, students must remain silent to avoid being detected by the Eagle. At the count of 30, the eagle opens their eyes and yells “eagle is waking up!”
- The eagle can then turn all the way around on the spot, but cannot leave the nest.
- The eagle must spot the mice and call out the name of the student or the colour of their clothing.
- As soon as each person (prey) is spotted, they join the eagle. The new ‘baby’ eagles cannot tell the original eagle where other mice are hiding.
- If the mice are too difficult to spot, the eagle can say “going to sleep” and count for a shorter amount of time. Each time the eagle does this, the mice must hide five steps closer.



Sleeping Dragon

Grade: k+

Equipment:

- Saucer cones to mark circle, long rope or draw in the dirt.
- 10 fir cones, bean bags, balls, bells, for the "treasure"
- Blindfold

How to play:

- One child, the "dragon", stands or sits blindfolded with lots of sticks/bean bags/small balls/bells/fir cones around them, the "treasure".
- The rest of the children are standing around the edge of the circle.
- On the teachers silent signal, one or two at a time students on the edge, attempt to creep up and steal the object from the "dragon" and return safely.
- If the "dragon" (blindfolded child) hears a noise, they point in that direction.



Sleeping Dragon con't

How to play con't:

- If detected accurately, students set the "treasure" down and return to the edge of the circle.
- Play until all objects are picked up or your time is up.
- They love this game!

Debrief:

What strategies did you use to sneak up on the dragon?

What strategies did the dragon use to detect the sneakers?

Could these same strategies be used by animals in nature?

Why would animals in nature need to sneak or detect?



Bears & Salmon

Grade: K-4

Equipment:

- Rope or cones to mark circle
- Blindfold

Set up:

Mark out a large circle with rope or cones (rope works best)

How to Play:

- One person is the designated bear, they are blindfolded
- Everyone else are salmon
- Teacher helps make sure bear does not go outside of the circle with gentle redirection
- Bear is to gently tag a fish, “catch a salmon”



Bears & Salmon con't



How to Play con't:

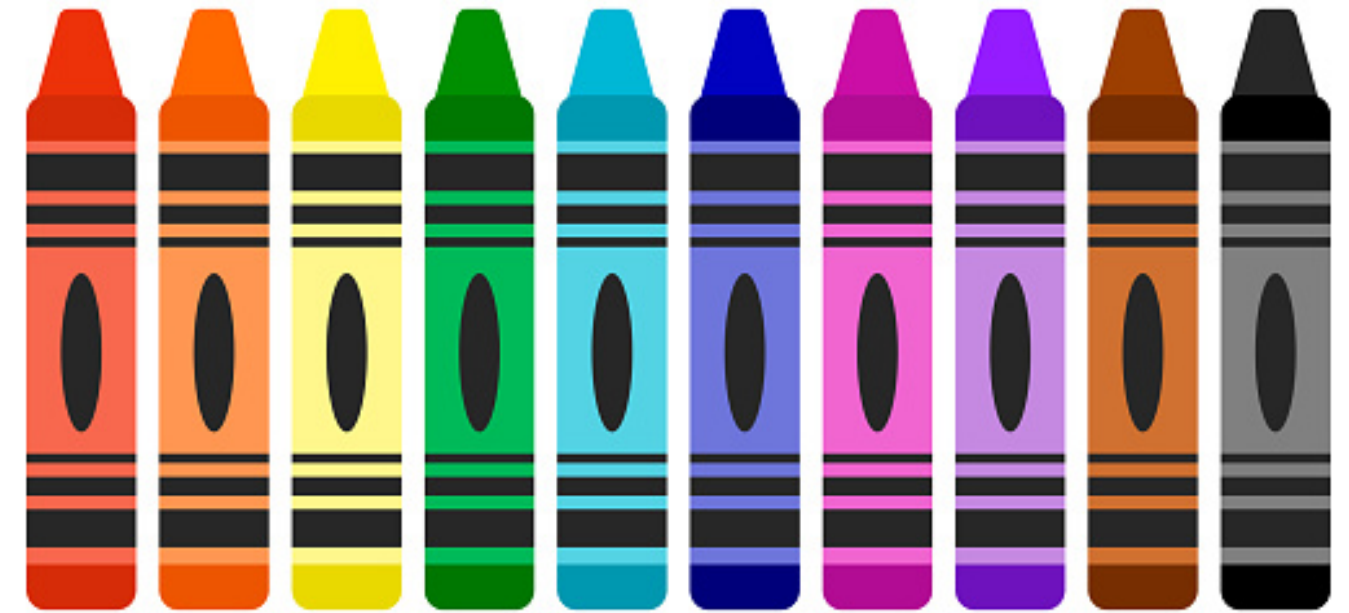
- If a fish is caught it joins the outside circle and becomes a tree, trees make sure bear is safe by gently redirecting them back to the circle.
- As salmon are caught the playing area shrinks.
- Play for a length of time or once all fish are caught.

Marker Tag

Grade: 2+

Equipment

- Approximately 8 markers of all different colors
- A stack of sticky notes



How to Play:

- Think of words (6-8 letters long) – your class size will depend on how big your word is... I use an 8-letter word for 50 students.
- Give each student a sticky note (can use hands if you don't have sticky notes)
- Give 5-8 students a marker (depending on the size of your class) these students go hide in the woods, wherever your boundaries are and must stay in one place. These students are each given a letter (that will make a word) to write on the sticky note when the other students find them.
- The sticky note students try to find all the marker people who will give them a letter. Once they have all the letters they will come back to the teacher. The letters will be scrambled, and they must figure out the word that you gave out to the markers.
- Game is over when a student guesses the word.

Hunger Games

Object of the game: To be the last man standing by taking out the other players and avoiding the wolves.

Equipment:

- 3-6 Dodge balls- 3 for 1 class or 6 for 2 classes
- 3-6 Pool Noodles
- 3-6 Red pinnies (any color will do just make sure you have 2 different colors)
- Bin of Blue Pinnies (as many as you have students)
- Skipping ropes or something to create a circle

Preparation:

- This game is typically played in a wooded area if possible, or any space with clear boundaries.
- Create a circle in an open area for the Cornucopia.

Cornucopia: Begin the game with a cornucopia in the middle of the field or open area. In the cornucopia there will be dodge balls, pool noodles and red pinnies. Beside the cornucopia place a bin of blue pinnies.



Hunger Games con't

How to Start the Game:

- All the players start by circling around the cornucopia...
- on GO players can try to grab an object out of the cornucopia or run away.



Dodgeballs: Can be thrown at others to tag them. If hit by a ball, then you become a wolf

Pool Noodles: Can be swung at others to protect yourself. If tagged by a noodle, then you become a wolf

Red Pinnies: These are a free life. If tagged go to the cornucopia and take off your pinnie and place it back in the cornucopia. Then run free.

- When tagged and you are a wolf, you must place any item you had back in the cornucopia. These can be picked up by any players that are still alive at any time.
- Continue the game until you have one player left who is the survivor.

Wolves: Players that are “tagged” by others become wolves. “Wolves” will be marked with **blue** pinnies from the bin beside the cornucopia. Those wolves must run around trying to tag other players. If tagged by a wolf, you become a wolf and go and grab a pinnie out of the bin beside the cornucopia.

- The game is finished when there is no one left, or your time is up.

Robins & Ravens

Grade k-4

Equipment:

- Class set of Dixie cups
- Bag of sunflower seeds or dry beans

Set-Up:

- Forested area or an area of the schoolyard with numerous obstacles
- Use a ratio of 8 Robins to 1 Raven
- Each Robin has a nest (Dixie cup); Ravens have a collective nest located beside the Teacher

Gameplay:

- Like Hide & Seek, the Ravens cover their eyes and count to 30; Robins use this time to hide their nests in the forest
- Robins return to the Teacher to get 3 seeds / beans to hide in their nest. This process is repeated throughout the game to gather as many seeds / beans as possible
- Ravens search for the nests. If they find a nest, they are permitted to steal 1 seed / bean and return it to the ravens' nest (They must return the seed to the nest after each seed / bean they steal)
- Ravens are not permitted to steal from the same nest two times in a row



Robins & Ravens



Scoring:

- Robins require 3 seeds / beans to feed one baby robin; the student able to feed the most babies wins the game

Numeracy Concepts:

Primary Level

- Estimation - Students look at the seeds in the cup and make an estimate of how many they were able to collect
- Grouping – Students sort their seeds into groups of 3 to determine how many babies they can feed
- Counting – Students can count their total number of seeds
- Skip-Counting – Students can add their total number of seeds by counting by 3

Intermediate Level

- Estimation – see above
- Multiplication – Students sort their seeds into groups of three and multiply to determine their total number of seeds
- Division – Students count their total number of seeds and divide to determine the number of babies they can feed

Modifications & Cross-Curricular Ideas:

- **Numeracy:** change ratios to work with different numbers
- **Physical Literacy:** students must perform an exercise (i.e. jumping jacks) to receive their seeds
- **Science:** change ratios to discuss ecosystems and the predator / prey concepts (i.e. more predators make it more difficult for prey)
- **Science:** use different animals to emphasize seasonal change (ex. Squirrels gathering food for winter, bears preparing to hibernate, baby birds growing and requiring more food, etc.)

Capture the Flag

Grades: 4+

Equipment:

- 20 saucer cones
- Two flags or different coloured pinnies

How to Play:

- Break into two teams.
- Choose boundaries for your play area, then designate a divider to separate the two teams' "zones."
(helpful to use the saucer cones to make the dividing line)
- Have a designated "jail" (a fire hydrant, tree, circle).
- Give time for each team to hide their "flag" (flag or pinnie).
- What rules do you have for hiding the flag (ex. *must be seen on four sides, can not be higher than waste height*)
- The goal is to find the other team's flag and bring it back to your own territory.
- If tagged while in the other teams zone, you go straight to jail!
- One of your teammates must tag you to set you free, with a free walk back.

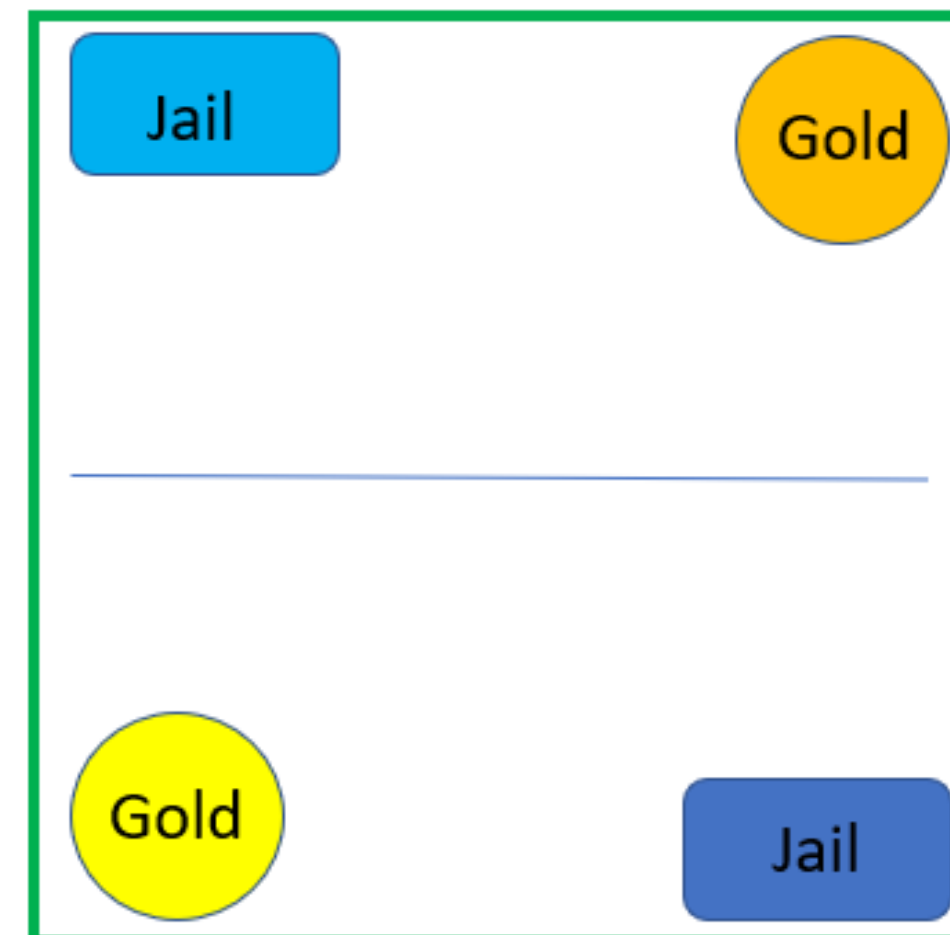


Gold Rush con't



RULE:

- Players can only get one piece of gold at a time, and must be carried in their hands, not hidden.
- To get out of “Jail”, a fellow team mate must run over and escort team mate back to your side – this is a safe walk back.
- First team with win all the gold wins the game.



Sardines



Grade: 2+

How to Play:

- Sardines is an active game that is played like hide and go seek – only in reverse!
- Set your playing boundaries. Best done in a forested area.
- One person hides, and everyone else searches for the hidden person.
- Hiding person will wear a pinnie. set rules for hiding (ex. *you must be visible, no fully covering self with leaves*)
- Whenever a person finds the hidden person, they quietly join them in their hiding spot.
- Soon, the hidden group starts to look like a bunch of sardines crammed into a small space!

To win:

- The last person to find the hidden party loosens that round. They then become the next person to hide.

Wave Tag

Equipment:

- 6 saucer cones
- 1 Pinnie

Set up:

- mark out a “Jail”, a small marked off circle of cones.

How to Play:

- One person is IT. Count to 30.
- During counting, the rest of the players run off to find their hiding places.
- When the person who is IT finishes counting, They look for the other players.
- When someone is found, IT calls out "1-2-3 on " and the player's name (e.g. "1-2-3 on David").
- The player who was found has to go to the 'jail'.
- Players stay in jail until they see one of the free players in their hiding spot who is waving at them.
- Once they have been waved at, they are free to go and hide again.
- Of course, if IT sees them as they sneak away, IT can call 1-2-3 on them again.
- The game ends when the IT has all the players in jail, or you have reached your time limit.



Kick the Can

Grade: 4+

Equipment:

- Bottle or Can
- Cones for “Jail”

Playing the Game:

- Determine Boundaries
- Designated jail area and an open area to place the can
- One person is IT, have them count to 60 while the other players run and hide
- The IT person then starts to look for the hiding players. If the IT sees a hider, then they call out “1,2, 3 on (hiders name),”they then both race back to the can.
- If the IT gets there first the hiding player goes to jail.
- If the hider gets there first they can kick the can and free anyone in jail.
- If other hiders want to try and kick the can to free those in jail, they can do this at any time.

Variation: If you have a large group you can have more IT’s working together.



Virus/Infection

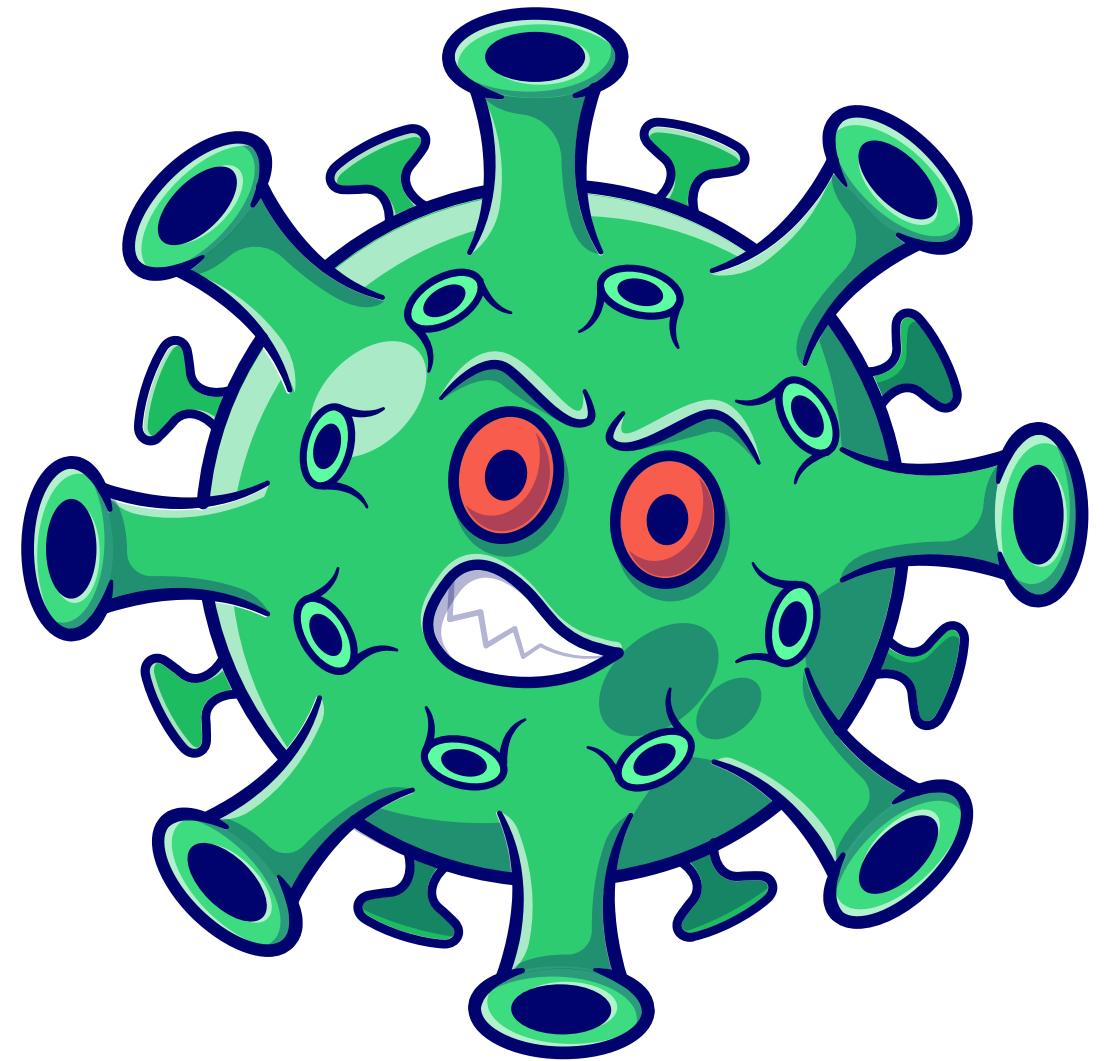
Grade: 4+

Equipment:

- Pinnies- Total should be enough for whole group.

Playing the Game:

- All players start with a pinnie in their hand/pocket
- Three people are IT. They start with their pinnie on.
- ITs count to 60 sec, all other players hide.
- ITs then go try and find the hiders. If found chase, and tag the hider.
- If hider is tagged, then they put on their pinnie and become an IT.
- Play until everyone is it, or your time limit is up.



Animal Survival

Grade: 2+

Equipment:

- Three different coloured pinnies
- 4 different colours of popsicle sticks, about 20+ of each colour.
- Large cups/bucket/lg yogurt container/Houla hoop

Set up:

- Mark out your boundaries, game can be played in the forest or field.
- At each corner of the playing area place one group of the colour popsicle sticks in bucket.
- Each colour of popsicle stick represents a basic animal survival need.
(Ex. Green=food, Blue=water, Yellow=shelter, Red=energy)

Playing the Game:

- Whole group are prey. They need to collect all aspects of “survival”, (the four different colour popsicle sticks) to survive the season.
- Rules: Only collect one stick at a time, must go to all other colours before returning.
- Three people are IT each wearing a different coloured pinnie.
 1. A predator (ex. Cougar)
 2. Big Freeze or drought
 3. Disease



Animal Survival con't



Playing the Game cont':

- When you say go, prey can start collecting the popsicles sticks.
- After 30 secs release the predictor, then the disease, and then the big freeze/drought.
- IT's tag the prey. If tagged the prey need to give up a colourd stick to their tagger.
- Predators collect = Yellow, Big Freeze/Drought collect = Blue, Disease collects = Red & Green.
- Allow the game to run until popsicle sticks run out, or you notice everyone is tired.
- When finished gather whole group together. Teacher determines how many of each popsical stick prey need in order to survive (ex. Three of each colour).
- Who survived and who died?

Debrief:

- How did the prey feel when they were chased?
- What strategies did the prey use to collect and avoid the taggers?
- Are these similar strategies animals in the wilderness would use too.
- What is the ratio of prey that survived and died?
- Do you think this ratio correlates accurately to what would happen in nature?

Variation: Try this in the different season. Snow and snowshoes is fun too. talk about what winter survival looks like for forest animals.

Bocce Frisbee

Grade: 4+

Equipment:

- Each player needs a frisbee and one tennis ball per group

Playing the game:

- In small groups, one player tosses the tennis ball.
- The object of the game is to throw you frisbee closest to the tennis ball.
- Closest person to the ball gains the point and get to toss the tennis ball for the next round.
- Tally points as you go.

