

Background

These are games to change the world. They show that the alternative to competition, to striving to be the best, to winning at all costs can be enormous fun. That cooperation and sharing not only have some big words going for them like equality, fraternity and justice but a great little word too - fun! Non-competitive games as an activity for adults seem to have developed with the hippie movement and the New Games organisation in the 1970's. They are an integral part of the [Woodcraft Folk](#), a liberal youth movement which embraces most left leaning preoccupations: concern for the environment, anti-racist, non-sexist, co-operation above all. There are a number of books describing these games: the best of the bunch is produced by the Woodcraft folk themselves. Links to sites about some of these issues particularly in relation to children are listed here:

<http://sgs.lpi.org.uk/seagreensingers/games/>

When leading a group I found it useful to have a summary of the best games in my pocket as an aide memoir my poor memory. I developed the game summaries on the site above from a small booklet I made to remind me of the minimum information which would trigger my brain cells back into activity.

I have tried to give enough information for you to figure out the games if you are not already familiar with them. I have drawn these games from many sources including playing all of them with the Woodcraft Folk and at New Games meetings. They exist with many different names

Contents

All games listed in order of page numbers

Names of games classified by type : •

Circle,
 Drama,
 Lively,
 Nature,
 Other,
 Parachute
 Mind
 Tig
 Cooperation.

[Alphabetical list](#) of all the games with type.

Game summaries .

ECOLOGISTS try to stop CFC's reaching the Ozone layer by removing the armband from CFC's. They must beware UV's. If disabled by a UV ray they must go to the Ecolab where they are converted into CFC's.

Summary Ozone layer game:

UV's → Eco's → CFC's → Ozone → UV's etc.

When tiggged convert into the type you tiggged. UV's go to ecolab to become eco's, Eco's go to ecolab to become CFC's, CFC's go to space lab to become Ozone, Ozone goes to space lab to become UV's.

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Spirals - Catherine

Wheel: All hold hands in a line. Walk around then one end of line circles into a ball and others spiral round into a swiss roll. Then person in centre of spiral climbs over and under arms to lead line out of the spiral.

Tangles: Form a standing circle- holding hands, "A" & "B" outside circle. People in circle get in a tangle by climbing over and under neighbours arms. "A" & "B" untangle circle.

Yut Circle: Form a standing circle holding hands. One leans in, next one leans out and so on. Everybody should balance.

Tree, Pyramid,
Snack Track, see
Octopus (lively).

- **5 Other**

Bodysnatcher,
Elephant-Palm Tree-
Monkey, Grannies
footsteps, Happy
Families, Lap Ball,
Noisiest game,
Prueey, Rope, Shoes
1 & 2
(miscellaneous),
Snowman, Swap-
Knot, Vampires
(miscellaneous),
Wood Relay,

- **6 Name Games**

Action Name, Action,
Bumpty Bump,
Getting to Know You,
I sit in the Wood,
Left-Right Name,
Lies, Name Train,
Name Blanket,
Notable Names,

Speed Naming, True
or False,

- **7 Ozone Layer**

Warning: only for
calm personalities
with motivated
players who want a
challenge.

- **8 Parachute)** Air
Conditioning, Ball
games, Birthday
Present, Cat &
Mouse, Climb
Mountain, Hot dog,
Mushroom, Sea
Storm, Sharks, Tent,
Treasure,
-

- **9 Mind Games** Alibi,
Clapping, Electric
Current, Fizz - Buzz,
Interview room,
Missing person,
Stalking, Who stole
the cookies, Word
Clap,

Huggy Bear : All

dance around.

When music stops
call out instructions:
Get in hug-groups
of: e.g. a number,
everyone with same
hair colour etc. On
the shout of Huggy
Bear everyone
crowds into a big
hug.

Knots: Circle, eyes
shut, both arms
outstretched to
centre so all hands
overlap. Mix up
hands. Take hold of
two hands.
Untangle the
resultant circle.

Log Roll : Lie on
floor alongside each
other on mats.
Practise all rolling
together. Then load
people on top so
when all roll they
are propelled along.

Motor-cycle : 1 One
person makes

handle bars with
their hands on hips,
closes eyes, makes
engine noises.
Driver stands
behind driving them
around head down
avoiding collision.
Drive by pressing
buttons on left or
right shoulders,
press
head=forward,
bum=back.. 2 Same
but as Robot

Musical Islands:

Dance until music
stops when all must
find a place on a
den (a newspaper
on the floor or
similar). Remove
the papers gradually
so it is more and
more crowded in the
dens. Finish when
dens are at
maximum capacity.

Alphabetical list of games

A

A What? - ([circle](#)),
 Action Name - ([name](#)), Action - ([name](#)), Air ([name](#)),
 Conditioning - ([parachute](#)), Alibi - ([mind](#)), All Change - ([cooperation](#)),
 Amoebas - ([cooperation](#)), Animal Consequences - ([nature](#)), Animal Farm - ([lively](#)),
 Archway Tig - [tig](#).

• B

Bad eggs - ([lively](#)),
 Balance - ([lively](#)),
 Ball Circle - ([lively](#)),
 Ball games - ([parachute](#)),
 Birthday Present - ([parachute](#)),
 Bodysnatcher -

([other](#)), Budge - [tig](#),
 Bumpy Bump - ([name](#)), Fizz - Buzz - ([mind](#)),

• C

Camouflage - ([nature](#)), Camp Relay - ([lively](#)), Cat & Mouse 1 - 2 & 3 - [tig](#),
 Cat & Mouse - ([parachute](#)), Catch-it - ([lively](#)), Caterpillar Walk - ([cooperation](#)),
 Chain Story - ([drama](#)), Chain Mime - ([drama](#)), Chain - [tig](#),
 Challenge - [tig](#),
 Clam-Trap - [tig](#),
 Clapping - ([mind](#)),
 Climb Mountain - ([parachute](#)), Co-op Letters - ([cooperation](#)),

• D

Dodge ball - ([lively](#)),
 Dragons Tails - ([lively](#)),
 Drop-it - ([lively](#)),
 Duck -
 Goose - ([lively](#)),

Sharks: Groups of three and one tigger (shark). 2 people form an arch with one (fish) under each arch. When Shark calls food fish must find new arches. Tiggered fish becomes new shark.

Squat Tig: One line with each sitter or squatter alternately facing opposite walls. One person "a" tries to escape being tiggered. "a" can run around both sides of the line. The tigger is chosen from the line and can only run on the side of the line they were facing when seated. If "a" runs round to the side the tigger cannot run along the tigger can choose a new tigger on the

opposite side and then sit down. If caught "a" is replaced by the tigger. Also played in a circle with players facing alternately in and out.

Stuck in the mud:

When tiggered stand with legs apart. Tiggered are released by untiggered going under legs or hugging.

Triangle: Tigger tries to tig "a" who is one of a triangle of 3 holding hands.

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Magic Drum - [\(drama\)](#), Masks - [\(circle\)](#), Missing person - [\(mind\)](#), Motor-cycle - [\(cooperation\)](#), Moustails - [\(lively\)](#), Murder - [\(circle\)](#), Mushroom - [\(parachute\)](#), Musical Action - [\(drama\)](#), Musical Chairs - [\(lively\)](#), Musical Statues - [\(drama\)](#), Musical Islands - [\(cooperation\)](#),

• **N**

Name Blanket - [\(name\)](#), Name Train - [\(name\)](#), Noisiest game - [\(other\)](#), Notable Names - [\(name\)](#), Numbers - [\(lively\)](#), Nuts x3 - [\(circle\)](#),

• **O**

Octopus - [\(lively\)](#), Own goal - [\(lively\)](#), Ozone [\(lively\)](#),

• **P**

12

, Paper - [\(name\)](#), Partner Balances - [\(cooperation\)](#), Pass the Buck - [\(drama\)](#), Pass the keys - [\(circle\)](#), People to people - [\(cooperation\)](#), Peoples Ball - [\(lively\)](#), Place Chase - [\(lively\)](#), Poison - [\(tig\)](#), Prueey - [\(other\)](#), Pyramid - [\(nature\)](#),

• **Q**

Queenie - [\(lively\)](#), Queens - [\(tig\)](#),

• **R**

Rabbits - [\(lively\)](#), Rafts - [\(lively\)](#), Rainbow - [\(lively\)](#), Rainstorm - [\(circle\)](#), Rats - [\(lively\)](#), Reverse - [\(tig\)](#), Rice - [\(lively\)](#), Ring on String - [\(circle\)](#), Robot - [\(cooperation\)](#), Rooks & Ravens - [\(lively\)](#), Rope - [\(other\)](#),

• **S**

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she/he is prisoner. If "a" is not tigger then not only is "b" imprisoned but an "a" prisoner is released.

Chain: When tagged join hands with the tigger. Tigger will thus grow into a long chain. Best to limit the length to 5 and start new ones or it can get dangerous.

Clam-Trap: When tigger you stop running and wave your arms shouting help- help. Untiggered release the tiggered by two untiggered people circling the tiggered with their arms.

Elbow: 1 tigger chases "a". All others are in stationary pairs with hands on hips arms linked, or stationary singles with hands

45

on hips. "a" can rest by choosing a replacement "b" by putting 1 arm through one of static people. If a pair the one opposite is released.

Everyone's It:

Everyone chases everyone else. When tiggered you freeze but can be released by an untiggered crawling through your legs. You can promptly tig them.

Summaries of Cooperative Games

1 Circle Games

A What?: Form a circle, seated on the floor. Pass objects round in both directions. "A" says "This is a dog", "B": "A what", "A": "A dog". Increase number of objects to breaking point.

Follow my leader: One person leaves the room, Form a standing circle. Initiator of actions in circle is chosen who starts actions like rubbing nose, pulling ear etc which are copied by members of circle. One person leaves the room tries to find who is starting the actions.

Fox & Squirrel:

Form a circle, seated on the floor. 2 cushions (foxes) passed hand to hand round circle but not thrown must try to catch a squirrel - a ball(s) which can be thrown across or passed round.

General Post: Same as Washing Line but numbered circle. Call out numbers. If General is called everyone crosses.

9 Tig

3-step: Blindfolded tigger wanders among stationary untigged who can crouch, lean, move 3 steps/game to avoid tigger.

Archway Tig: All hold hands in pairs. Tigger is also a pair. Tigged pairs make an arch. They can be untigged by others going under the arch. If the tigger pair break hands all are untigged. Any other pair breaking hands becomes tigged.

Budge: Boxes or mats or newspapers scattered around are safe dens; only one person on a den at a time. People can only be tigged running between dens.

Those on dens must leave when new person arrives shouting "budge".

Paper: Form a standing circle. Each person stands on A3 paper or newspaper on floor. Then only stepping on paper get into order - by alphabet, height, age etc.

Pass the keys: One person leaves the room Form a circle, seated on the floor, hands behind back. The person who left the room in centre guesses who has keys while they are passed around circle behind backs. Those without keys pretend to have them.

Rainstorm: Form a standing circle. Conductor (centre) starts action, points to circle person to repeat action. Turns round pointing so action travels round circle. When all doing it change to build up

sounds then reduce: rub hands, tapor snap fingers, clap, thighs, stamp feet.

Ring on String: Form a circle, seated on chairs. One person in centre finds washers on string passed round circle (3guesses).

Sausages: Form a circle, seated on the floor. One person in centre answers "Sausages" to questions posed by Circle without smiling.

Shunting: Form a circle, seated on chairs with a vacant seat in circle. Caller in centre of circle calls "Shunt left/right" "All change". People move to next seat in circle or all change while Caller tries to find seat. Next caller is the one who has not found a seat.

Fizz - Buzz: Form a circle, seated on the floor. People count off in sequence around the circle but replace certain numbers with buzz or fizz: multiples of 3 = buzz, ditto for 5=fizz, both 3 & 5 e.g. 15 = buzz-fizz or change direction of rotation round circle.

Interview room: One person leaves the room. All decide on a job. When the person who left the room. returns all interview her/him for the job. She/he tries to guess what the job is. e.g. for cook: "Do you like beating". "Do you like rolling"

Missing person: Form a circle, seated on the floor. One person leaves the room.. One person

hides, The person who left the room. returns & guesses who is missing from the circle. also One person changes clothes while the person who left the room. is out. The person who left the room. comes back and tries to find who has swopped clothes.

Stalking: Form a circle, seated on the floor. 1 person blindfolded on chair in centre of circle, keys under chair. A chosen person in the circle tries to creep up and get the keys without blindfolded person pointing directly at them. If they succeed they are blindfolded if not someone else tries.

2 Drama

Chain Story: Form a circle, seated on the floor Make up incredible story.

Each person in circle adds in turn the next episode.

Chain Mime: Two teams "A" & "B" each decide secretly an action. Team "A" leaves room all but 1st "a" who is told "B"'s action. 2nd "a" returns, 1st "a" mimes it in front of 2nd "a" & team "B". Repeat for all "a"'s. Last "a" guesses what he thinks he is miming i.e. "B"'s original action. Then repeat for team "B". Can be done by describing a photo or picture.

Magic Drum: One person with drum says "My magic drum

can make you (walk excitedly-creepily etc, hop, robot, run)". When drum stops all freeze.

Musical Action: Put cards describing actions e.g. putting on spacesuit, getting in spaceship on chairs. Divide into groups, 1 for each chair. Dance in groups until music stops, rush to chair and group together mimes actions on card.

Musical Statues: Dance around until music stops. Call out command to freeze to: ice skater, cat at fireside, chimney sweep. Also give commands while moving to music e.g. hop, lazily, sadly.

Mushroom : Call out carrots, peas, b.sprouts, etc. On word mushroom make para. mushroom. While para is in the air take turns to call out categories (e.g. all those with white socks, who hate tea, with two ears) of people to run across to the opposite side before the para comes down on them.

Sea Storm: Two lie down at centre of para, rest shake edges to make ripples.

Sharks : All but the shark sit around the para holding it to their waist with legs under parachute. The shark under the para crawls around and pulls screaming people by the legs

under the para. Once under they become sharks.
Tent: Mushroom, raise arms round back to sit on para as it comes down making tent. Sing and chat inside (until it gets too hot).
Treasure: Put articles from people or oddments into a treasure box under para. Make waves as in **Sea Storm**. Send divers to retrieve named items one by one from box.

3 Lively

Animal Farm:

Choose to be one of 3 animals. Practise making the right animal noises. Then all close eyes, make noises and try to get into groups, still with eyes shut, of your fellow species.

Bad eggs:

Throw ball in air calling name of tigger & disperse. When tigger has ball he shouts "Freeze". Tigger can move 3 paces & throws ball to tig people below knees. Tagged throws ball in air (and so on).

Balance: Facing couples try to push each other off balance but can only touch with palms & cant move feet.

Ball Circle : Form a standing circle except one in centre. Circle faces outwards, feet touching. Bend down and throw ball through legs to tig person in centre below knees with ball. If successful go in centre.

Name Blanket: Hold up a blanket to hide 2 teams from each other. The teams make a line behind the blanket. When the blanket is dropped the people at the heads of 2 lines shout out name of opposite head. Last one to call changes side.

Notable Names:

Form a circle, seated on the floor. Name yourself with an epithet you like "I'm cool Kenneth" and repeat everyone preceding: (I'm trite ted, that's jocular jack, that's crumpled...)

Speed Naming:

Form a circle, seated on the floor. "a" in the centre crawls to "b" in the circle who has name somebody

else "c" in the circle before "a" gets to them. If "b" does so "a" tries again with "c". If "b" does not do so "b" goes in centre.

True or False: In circle or in small groups, each person in turn gives 3 personal details about themselves one of which is false. Consensus to identify which is false.

Fish Gobbler: Caller calls port, starboard, bow, stern. Last to run to corner is F-G. F-G's can tag people so they convert to F-G's. Other calls: freeze & F-G (all lie on floor touching someone, all must be linked. Last to get in position is a F-G.

Giants, elves, wizards: 2 teams decide secretly to be either G's, E's or W's. Teams line up facing each other 5 paces apart. Leader calls out "change" and each team gets into pose of their chosen character. If they are victims they run for the wall if they are tiggers they run for the victims. If tagged they change teams. Order of priority: E's take W's take G's take E's. Poses: E's

crouch wiggling fingers nr ears, G's stand tall arms up, W's arms out making spells. Similar to Rocks breaks Scissors cuts paper. **Hot Rice:** Everyone runs around. Tigger holds ball and tags by hitting below knees with it. Tigger may be forbidden from running while holding the ball (my opinion: best if tigger can run with ball). Tagged help tigger but must freeze when holding and throwing the ball. Ball can be deflected with fists or picked up and punched with fists but you can be tagged if holding ball.

6 Name Games

Action: Form a standing circle. Each takes turn to say "I'm ...(say your name) and I like (mime action of something you like)". Others in circle guess what the action is.

Action Name : Form a circle, seated on the floor. Take turns to mime an action starting with the same letter as your name (sliding Susan, cycling Chris)

Ball Roll: Form a circle, seated on the floor. Roll ball towards "a" saying "I'm b and I like a"

Bumpity Bump: Form a circle, seated on the floor. Centre twirls round then points to "a"

saying "Left/right, bumpity bump bump bump". "a" has to name the people on their L/R before last bump.

Getting to know you: Make a list of tasks e.g. find: 5 people with a parent's name same as yours, 5 cyclists, 3 people with same hero/liking same singer, 3 people not born in Oxford. 10 people mind Neighbours is rubbish. Everyone wanders round interviewing each other to find people fitting list.

Numbers: 2 teams "A" and "B" make 2 lines facing each other in middle of room 5 paces apart. Team "A" decide on a number 1-10 secretly. "b"'s take turns to shout a number. If it is that chosen by "A" "a"'s try to catch "b"'s who run for the wall to safety. If tagged they join team "A". Vice versa.

Octopus : All at one end of hall except tigger in centre who shouts "swim". All run across to opposite end. If tiggered: stand still, arms out and try to tig people passing on next "swim".

ALSO group calls **"Froggie froggie:** may I cross your coloured water"
Tigger:"Only if you're

wearing green and puce" Those wearing it go across without hindrance, everyone else can be tiggered. ALSO Group shouts **"Multinational** let me be, don't chop me down the world needs me". Tigger shows a leaf for identification. Those getting it right go across. Then tigger says "I'm chopping" for all to run across. ALSO Tigger shows 4-5 different **Leaves** of trees labelled with numbers and calls out name of one without saying which leaf it is. Those who identify the leaf by shouting out the right number go across.

Shoes :1 Form a circle, seated on the floor. Take off one shoe. Practice the movements well before moving shoes so everyone is making all movements together while chanting. Movements: Holding shoe in right hand tap it to the left, tap it to the right then put it down on the left, pick up your neighbours shoe on the right. Chant: "tap (L), tap (R), put (L), pick (R)" at 2 taps/sec. Thus shoes will go round the circle. End when shoes do get back to owners or (more fun) 2 When shoes are half way round stop and put (or throw) all shoes in pile in centre then crawl forward eyes closed and get any shoe.

Put it on and find your new neighbours with shoes to match yours and make a circle.
Snowman: Choose Snowman who has eyes closed and holds baton (e.g. central heating foam insulation) and chants "Snowman, snowman all in white blinding everyone in sight". Everyone moves round until S/M stops chanting: everyone freezes. They crouch still & take up the chant. Snowman locates them, touches them with the baton and they become new snowmen making line in front of original and take the baton.

Queenie: Queen (or Peoples Rep) faces wall, rest stand behind without moving. Queen throws ball behind. If ball is caught - Queen is out. Ball is recovered and secretly hidden behind back of someone. When ready group calls "Queenie queenie who's got the ball". Queenie turns & guesses who.

Rafts: Put newspapers (or rings) on floor as dens for all. Fish stay in dens until the Shark (the tigger) calls "Swim" when fish have to find a different den while tigger tries to tig them and turn them into more sharks. Dens can be

removed to speed things up.

Rainbow: Form a circle, seated on chairs, keys in centre. Give 3 colour names to all in circle. Call colour. Colours run round to place then through chairs to reach key. 1st there calls next colour. Caller can shout "Rainbow" anytime for all to run.

Rats, Rabbits - Rooks, Ravens: 2 teams in facing lines are Rooks and Ravens, or Rats & Rabbits. When caller shouts Ravens, Ravens chase Rooks to wall & vice versa. Tagged join opposite team. If Rice is called all freeze: if anyone moves they change teams. (Roll rrrr's for suspense)

5 Other

Bodysnatcher (B/S): All wander round eyes closed except B/S (eyes open) who chooses a victim and screams in their ear to capture them. All (but 2) eyes should remain closed. Victim joins hands with B/S & they find new victims to encircle till everyone is converted.

Elephant-Palm Tree-Monkey: Form a standing circle one in centre. Practise these poses each one made 3 people: Elephant, central person uses two arms to make a trunk, neighbours form ears with arms looped; Palm all stretch arms up in air to make leaves;

Monkey, each one cover their eyes or ears or mouth. Centre chooses someone in circle to start one of 3 poses. Last one among "A" and neighbours to get into the right pose is new centre. Start off with one pose only.

Grannies footsteps: "a" faces wall, everyone else is at the far end of the room. They try to creep up to tig "a" who turns periodically. Anyone seen moving goes back & restarts.

Lap Ball: Form a circle, seated on the floor facing in legs straight. Roll ball around circle by raising laps above neighbours. Feet cant move.

4 Nature

Animal

Consequences:

Form a circle, seated on the floor, each person has a sheet of paper divided widthways in 4. Each person chooses an animal and draws heads on the top quarter. Fold to cover head, pass sheet to neighbour then draw body, legs, feet. Name drawn animals.

Camouflage: Hide objects in nature. Each person makes a list of those observed without telling others (say how many objects there are to find at start).

Fox-Rabbit-Leaf:

One third in Form a standing circle-hands (foxes); one third

with tails (scarves) hanging from waist inside circle (rabbits); one third stationary (leaves) outside circle. Rabbits try to get to leaves without losing tails to foxes. Foxes must stay forming a circle. Fox can only catch one rabbit each round. If it fails to catch a rabbit it dies. Rabbits are safe when crouching but then cant move or tig leaves. Rabbits become foxes if caught by foxes and leaves if they don't catch a leaf. Leaves become rabbits if caught by rabbits.

Happy Families:

Make sets of 3 or 4 cards linked by subject e.g. tree, leaf, fruit;name,country, food, job; tool, material, article, animal, food, habitat. Mix up cards, hand out a cardfor each person. Ask people to find others with cards of their group and get into those groups. If too difficult place a copy of the cards in correct groupings on tables in different parts of the room for people to go and compare with.

Identify Tree :

Blindfolded "a" is led to a treeby "b" and allowed to feel, smell and listen to it. Then he is led back to start, blindfold taken off & "a" has to find

the tree. (best done in a wood). Repeat for "b".

Pyramid: Choose to be plants or animals, split into groups of meat eaters, vegetable eaters & vegetables. Make an eating or be eaten pyramid

Relativity:

Numbered related objects or cards with names of related things areput around room at random. Go round room writing down which ones are related to each other e.g. ozone, skin cancer, carbon dioxide, greenhouse effect could be 2 groups; cats, dogs, robin, swallow another 2 groups.