



# Limpet Game!



Limpets are a type of **mollusc** related to snails, octopus, and squid; they have very hard **shells** that protect them from **predators**, human footsteps, and drying out.

Limpets begin life as **plankton**. Once they find a nice space to settle, they grow their shell, and this is their home for the rest of their life.

With this fun warm-up game, you can learn in a fun and active way (to play in a **GROUP**) about the life and habits of limpets.

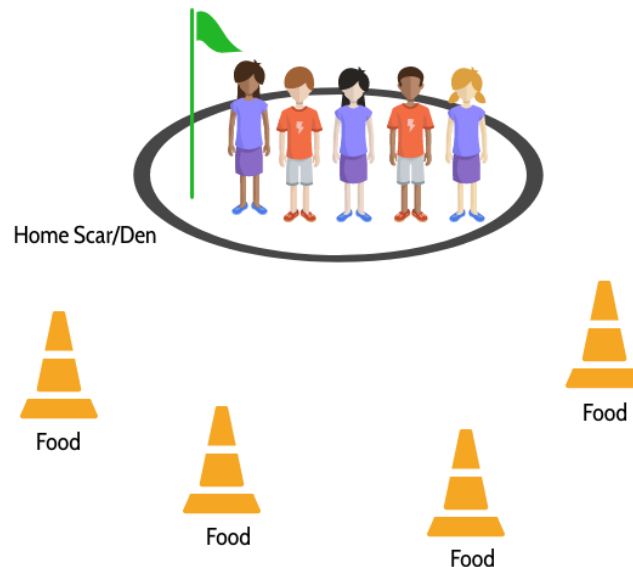
**Location:** a clear open space where running is possible.

**Materials:** 4 cones (or other marker objects); a flag and/ or rope to signify a base. (All resources can be improvised using markings in the sand and things found on the beach if necessary)

**What do you need?** A story-teller/commander + a group of limpets (5 or more kids, the more the merrier!)

**What do you do?**

1. First, clear the area of hazards and set up a “home scar” (base/den) at one end, large enough for all players to fit in.
2. Spread around 4 or more cones, these will represent “food”



**Note:** remember, the home scar is a patch on the rock, made by limpets, who return to it for safety when the tide goes out.

3. Commander starts giving commands and actions, limpets carry out the actions accordingly.
4. Everyone starts by returning to their home scar. There will be commands that relate to real limpets. The aim is to show how things can change quickly for rocky seashore creatures like limpets - the narrator should give commands quickly!  
Commands and actions are:
  - **“Tide in”:** Leave the home scar and move around the game area (Do not stop moving!). This relates to time spent foraging while the tide is in.
  - **“Tide out”:** Return to the home scar (relates to home scar behaviour in real limpets).



- *“Feed”*: Touch a piece of food (cone) and feed by making a rasping noise (this is the noise that a feeding limpet makes when scraping rocks with its toothed tongue)
- *“Starfish”*: Stamp or jump up and down (relates to limpets ‘stamping’ to defend against approaching starfish)
- *“Catcher”*: Crouch down on the ground (relates to limpets clamping down to protect against oystercatchers)

When doing the game try to identify with limpets and see if you can come up with more situations that they have to face (e.g.: “human foot!”) have fun creating your own actions!