



# School yard Game



## The blindfold hedgehog.

This game links loosely to the 'How hedgehog got its spines' story.



**SET UP :** Suitable for 5-10 people at a time. If you have a bigger group it is often fun to split the group so half the group watch and then swap over.

Instruct everyone playing to find two sticks about the length from your elbow to your wrist. Find a place in the ground to push the sticks into the ground, so that they form what is meant to look like a hedgehog's spikes. See the photo.

Pick someone to be the Blindfolded Hedgehog protector and ask them to find a zapping stick, again no longer than their wrist to their elbow. Volunteer yourself to be the eyes of the protector to help the game be played out fairly

**SETTING THE SCENE :** Explain the rules to the group. The Hedgehog's spikes have magical healing powers and the protector has stolen the hedgehog to keep all the power to themselves. The aim of the game is to get the spikes away from the protector and stack the sticks in a neat tower to release the healing power of the spikes back out into nature. The protector however without sight, has excellent hearing and senses, so move slowly and carefully through the playing field.

\*Game instructions continue on to the next page.



# School yard game



## The blindfold hedgehog (page 2)

**PLAYING THE GAME:** The group starts in a semi circle a good distance from the hedgehog and blindfolded protector. When the game begins, the players need to creep quietly towards the hedgehog trying to get a stick and bring it out to the edge of play. The group will agree on where to build their tower of sticks.

If the blindfolded protector hears a sound they will point their stick towards the noise and say “ZAP” . If the stick is pointing at someone, it’s a direct hit and the player ‘zapped’ must drop the stick, go back to the outside of the circle and try again. You can only take one stick at a time. Someone with sight can stand next to the blindfolded protector to ensure that those playing know if they have been zapped or not.

When all the sticks are taken and stacked in a tower, the game is over.





# School yard Game

## The Woodland fire game.



This game links to the 'How robin got its red breast' story.



**SET UP:** Collect a selection of water carrying utensils, small and quirky, whatever you have to hand. One bucket/pan filled with water. Empty bottle/container and a light ball (ping pong ball) that fits in it.

**SETTING THE SCENE:** There is a fire in the woodland and all the woodland animals, big and small are being called to work together to put the fire out. Just like in the story, every animal needs to do the best with what they have to help get the water to put the fire out.

**PLAYING THE GAME:**

Set up a triangular game area with the kitchen utensils, the pot of water and the 'fire' ball and container each at one corner. The ball in the container is the 'fire' and when it reaches the top and someone can take it out, the fire has been put out and the woodland saved. The three areas means children aren't running against each other, reducing the chances of a collision. So players run from the utensils, to the water pot to the 'fire' ball and back to the utensils, swap it over and go again.

The players must choose a utensil from the selection. They must swap their utensil after each journey to the fire bottle. The team must work together to get enough water in the bottle and get the fire ball out. Some utensils are better than others, often players enjoy the challenge of a teaspoon. The utensils used and the care taken to transport water and the size of your 'fire' bottle will all affect the length of the challenge. Don't make it too easy. The fun is in the struggle.

It is optional to set up obstacles between the water pot and the 'fire' ball. Maybe cones have to be weaved around, or suggest that the trees are low and you have to duck through hula hoops to get to the fire. Be as creative as you like with this.