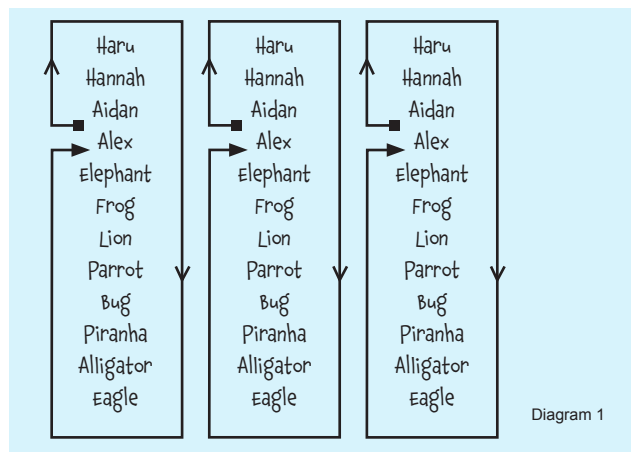


1 A day on Feary Island

Divide the children into two or more teams. Give each child in the team a name: Haru, Hannah, Aidan, Alex, elephant, frog, lion, parrot, bug, piranha, alligator, eagle. Ask each team to sit in a line, one behind the other, in the same order (see diagram 1). Make up a fun story using all the names you have included. Each time a name is mentioned the story is paused and the children with that name must stand up, run around their team and sit down again (an example is shown for when Alex is mentioned). It is important, to avoid collisions, that the children all run in the same direction. The first child to sit down again, wins a point for their team. Include phrases like “all the adventurers” and “all the animals” in your story, so that multiple children have to run at once.



2 Adventurers change

Materials:

- Parachute

All the children stand around the parachute and hold onto the edge with both hands. At the same time they all lift up the parachute and they all bring the parachute down together. As the children continue to do this, the leader calls out a number of statements beginning with “Change if ...” The children who can relate to these statements swap places under the parachute before it falls, and run to an empty space. Examples of statements include:

- you like carrots (repeat for various vegetables after lesson 1).
- you have ever seen a parrot (repeat for various animals that might be found on Feary Island).
- you have ever been in a cave/jungle/small boat.
- you have ever walked behind a waterfall/climbed a mountain.



3 Alligators and adventurers

Materials:

- Parachute

All the children stand around the parachute and hold onto the edge with both hands. Choose one child to be the adventurer and one to be the alligator who is trying to eat them! The rest of the children protect the adventurer by raising or lowering the parachute. When the adventurer goes under the parachute, it should be lower so that the alligator can't get in. If the alligator goes in the adventurer should be allowed to escape quickly. When the alligator catches the adventurer, choose a new alligator and adventurer.

4 Bridge of the brave

Materials:

- Balloons (few per team)
- Tape

Use tape to create a narrow "bridge" line on the floor in front of each team. Divide the children into two or more teams and have them line up for a relay race. Give each team a balloon. When you say, "Go" the first child from each team must put the balloon between their knees and walk across the bridge carefully. If the child drops the balloon they must stop, pick it up and go back to the spot where it was dropped. Once they reach the end of the bridge the child can hold the balloon in their hands, run back, and give the balloon to the next player who will follow the same process. The first team to each have a turn, and be sitting in a straight line, wins the game!

5 Capture the creepy crawlies

Materials:

- Balls (various sizes)

All the children stand in a circle facing inwards, with their feet apart and touching the feet of the children on either side. Starting with one ball, and adding more as the game progresses, try to roll the ball through the legs of another child. The object of the game is to capture the creepy crawlies (balls) inside the circle. Each child must bend down and use their hands to stop the creepy crawlies from escaping through their legs. If a creepy crawly escapes through a child's legs they can use only one hand from now on. If another creepy crawly escapes through their legs they are out and the circle gets smaller. Continue until a winner remains or time is up.