



# Games for spring

## Journey Sticks

Have all students find a stick that is approximately 50 cm long and hand each student a piece of wool or string that is approximately 50 cm long. Give students a predetermined amount of time to walk around the school yard collecting nature objects (only those that are dead and down) and wrapping the wool around the items to attach them to the stick. Conclude by having each student speak about their nature journey and the items they collected.

## Un-Nature Trail

Hide a variety of objects along a trail (use different colours and sizes of objects, keeping track of how many you've hidden). One by one, students walk along the trail, noticing the objects and keeping track of how many they see. At the end of the trail, have students quietly tell you how many objects they found and then encourage students to share with one another how many they found. Walk the trail again, asking students to collect one of the items as they walk the trail. End the game with a discussion of the ways camouflage helps living things survive. Then go on a search for small camouflaged animals (insects, spiders, etc).

## Robin's Egg

Select one student to be the robin. Have the robin sit with his/her back to the other students, at least 10 feet away. Place an object (egg) behind the robin. The robin needs to protect the egg. The remaining students take turns sneaking up behind the robin and trying to steal the egg. If the robin hears the person

sneaking up, he/she will "call" and then turn around. If the robin catches a student, that student becomes the new robin. If there is no student when the robin "calls," the robin remains the robin and the game starts again.

## Flower Power

Students pretend to be pollinators traveling from flower to flower. Scatter hula hoops (flowers) across the play area (fewer hula hoops than students). Place a card with a shape inside each hula hoop and give each student a card with a shape. Students must travel around the play area, matching their card to one inside a flower. When they find a match, they stand inside the flower. Only one student can be inside each flower. If a student doesn't "pollinate" a flower, they are out. Remove a flower (hula hoop) after each round.



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