

Squirrels

A team based running game



Equipment needed

Small Bowl (1 per team)

Large bowl or pot filled with dried peas

Pieces of wool approximately 20cm in length (allow 2 per player)

Setting up the game

Place the pot with the peas in the centre of the play space.

Divide into equal teams with approximately 2-6 players per group.

Place small bowls around the edge of the play area, equal distances from the bowl in the centre.

Sit each team by a pot. Number the players in each team (e.g. 1-6).

Hand each player a piece of string. This is their tail. They should loosely attach it (e.g. tucking it into a pocket) so that pulling the string will cause it to come off.

Playing the game

The players are squirrels who will collect 'nuts' (the dried peas). The game leader calls a number and the person with that number from each team runs into the centre. They collect one pea at a time, taking it back to their pot. They may also try to grab the tail of another squirrel. If they are successful they take the tail back to their pot. Any squirrel without a tail must stop collecting 'nuts' and go to the game leader for a new tail. Squirrels continue to collect 'nuts' and 'tails' until the game leader shouts "hibernate". The game leader then calls a different number.

Play continues until each player has had the same number of pre-determined turns (in a six player per team game, 3 turns each works well) or the peas run out.

At the end of play each team counts up the number of 'nuts' (worth 1 point each) and the number of 'tails', including their own if they still have it (worth 3 points each). The winning team is the one with the most points.

