

Game → Garden Keepers

Objective

The goal of this game is to avoid the garden keepers and return safely to your garden patch.

Set-Up

- Place several mats (i.e. garden patches) around the activity space.
- Assign each participant to a spring animal (i.e. bunny, frog, bee).
- Select 2-3 participants to be the garden keepers.
- On your "GO!" signal, all the participants begin moving around the activity space using their assigned movement:
 - Bunny: two-foot jump.
 - Frog: frog jump.
 - Bee: hopping on one leg.
- The garden keepers try to tag the spring animals.
- If a participant is tagged, they return to their garden patch, log roll across the garden patch and start over.
- Play for a designated amount of time.
- Switch roles and play again.
- You can also play with different spring animals!

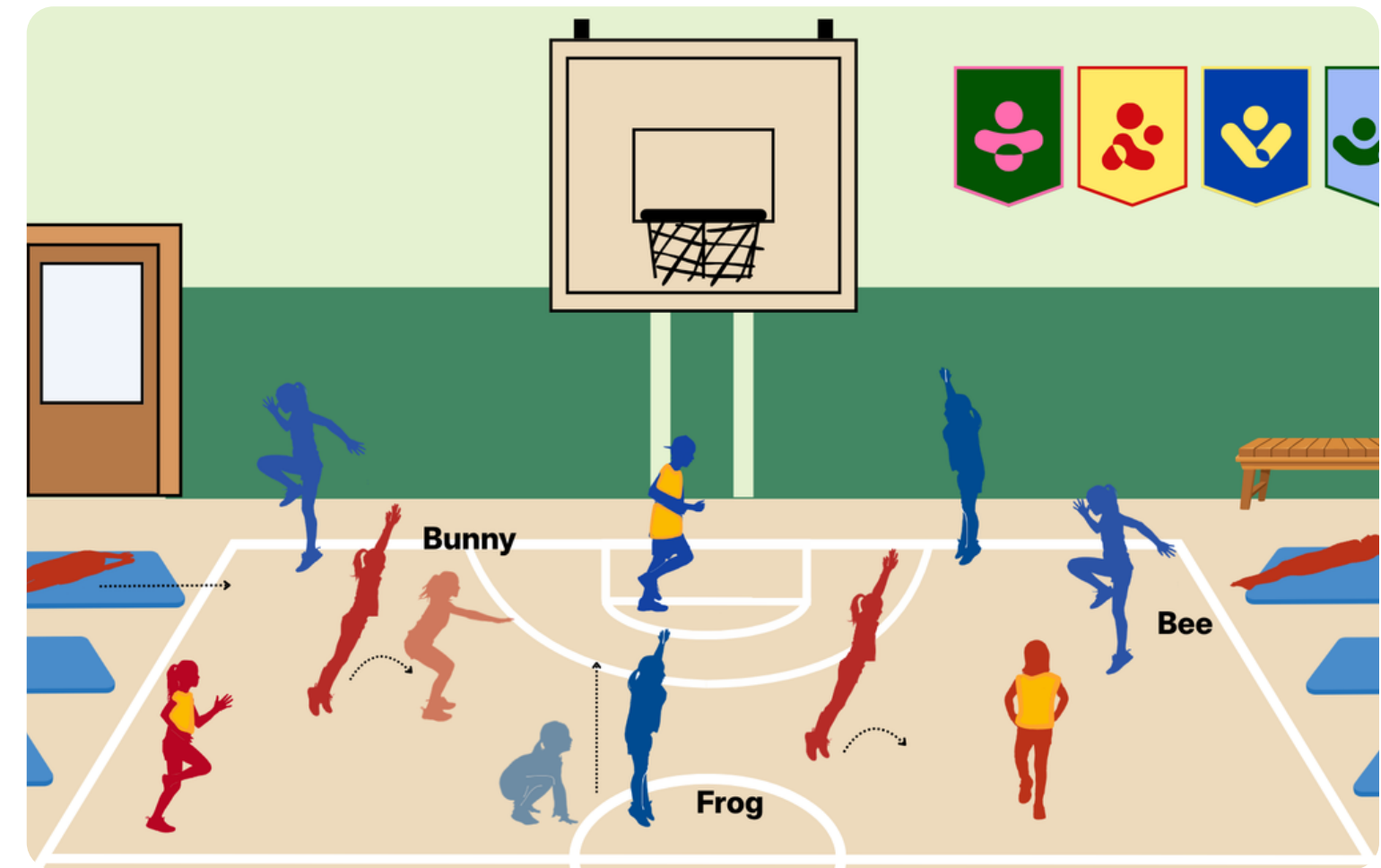
Adaptations and Modifications

- Change the locomotion used to get around the activity space.
- Increase or decrease the number of garden keepers.

Safety

- Remind participants to keep their heads up while moving around the activity space.
- Ensure that there is adequate space between the garden patches.
- Make sure that garden keepers only lightly tag other participants.

Diagram: Garden Keepers



Equipment Mats