

Game On!

Nature Games and Activities

Do you have children at home that are cooped up inside all day and need to let out some energy? Here are some fun educational nature games and activities that children could do, while getting a chance to learn more about the world around them. Some can be done with a single participant, while others are best when done with multiple people.

- **Un-Nature Trail:**

- Place a certain number of un-natural items along a path, or in a backyard, and have participants find each of the items.
- If playing with a group, we suggest participants take turns.
- Remember to collect all items once you have finished.
- This activity can be done with 1 or multiple participants
- Requires: Any number of un-natural items and an outdoor space.



- **Salamander Boards:**

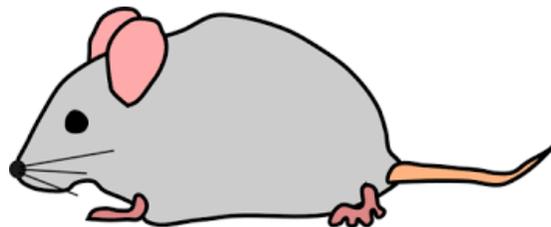
- Place wooden boards outside in a shaded area.
- Come back periodically, particularly after it rains, and check to see if there are any creatures that have found a temporary home.
- Remember to place the boards back carefully if there are any residents.
- Also, amphibians such as salamanders have very porous skin, so please do not touch them if you have chemicals such as soap residue, hand sanitizer, bug spray, or perfume on your hands.
- Note: this could be a nature journaling activity (For more information, watch this video on nature journaling by IAIS Educator Lauren: <https://www.facebook.com/IAISMuseum/videos/236181334191364/>)
- This activity can be done with 1 or multiple participants

- Requires: wooden boards and an outdoor space.



- **Who Eats Who!?**

- Participants make two lines facing each other.
- Create a boundary line behind each line at equal distances.
- Call out the names of two life forms and assign one to each line.
- The life forms should have a predator-prey relationship (Example: “Fox” and “Rabbit!”), but the participants need to know which is a predator and which is prey.
- When you yell, “who eats who,” those from the predator line should try to tag those from the prey line before they make it past the boundary behind them.
- If a member of the prey group is tagged before they cross the boundary, they should switch sides.
- Make sure to alternate which line are predators and which line are prey from time-to-time.
- This game is best with at least 4 players
- Requires: A way to mark the lines and boundaries



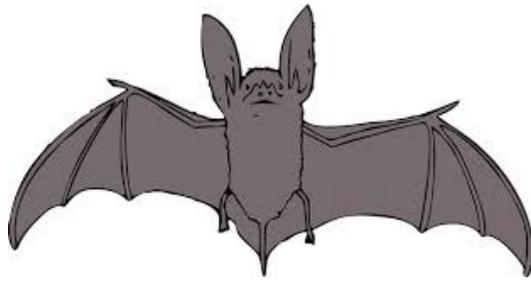
- **Camouflage:**

- In this game, one participant per round is selected to be the “Bear.”
- While the other participants hide, the Bear closes his or her eyes. The other participants need to find a hiding spot within a given boundary.
- Those who are hiding should be able to see the Bear from where they are without having to move.
- When everyone has found a hiding spot, the Bear should open his or her eyes and try to spot as many participants as he or she can, again without moving.
- If anyone has not been spotted, they need to find a new hiding spot that is closer to the Bear than the previous hiding spot.
- The winner is the last person who the Bear spots.
- This game is best with at least 4 players
- Requires: an indoor or outdoor space with some hiding spots.



- **Bat and Moth:**

- Have players make a circle.
- Choose two participants, one who will be the “bat,” and one who will be the “moth.” The rest of the participants are the “trees.”
- Have the bat wear a blindfold and try to tag the moth.
- Whenever the bat says, “bat,” the moth should respond by saying “moth.” The trees should make sure that neither of them leave the circle.
- This game is best with at least 5 players
- Requires: A blindfold and a space that is safe for children to run around while blindfolded.



- **Animal Guessing Game:**

- One of our Summer Camp Counselors introduced this game during lunch. Campers had a lot of fun with this game, while also learning about animals and staying a bit calmer during lunch.
- One person thinks of an animal and gives the other participants three clues.
- The other participants are allowed to ask questions, but are allowed only one guess per round as far as which animal the person is thinking of.
- Have participants take turns being the person to think of the animals and provide clues.
- This game is best with at least three players, and does not require any materials or an outside location.