



# Games to share with whānau

Play at least one of these games to complete this activity.

## 1. Memory Game

What's Missing?

- Collect a number of objects from out in the garden and put them on a tray or in a box (depending on ages playing start with 8-10 and progress from there)
- Player one looks closely at all the objects for 30 seconds to 1 minute
- Player one closes their eyes as Player 2 removes one object
- Player then one opens their eyes and tells you what's missing!

Extensions:

Add more objects, change the looking time, say/write all the objects you can remember!

## 2. Sensory Game

What am I drawing on your back?

- One player uses their finger to 'write' a word or draw an object on the back of the second player. Start with things in your garden or at the park.
- The second player tries to identify what has been drawn
- Players switch positions and take turns being the 'writer' and guesser

## 3. Noughts and crosses (Tic Tac Toe)

- Find 4 sticks or long leaves to make the grid
- Collect 2 sets of objects to be the O and X  
Eg, 4 of the same size stones, 4 same flowers, 4 same seeds, 4 same leaves





## 4. Outside Jenga

- Collect a pile of what you will use to make the tower with  
Eg, sticks, stones, kindling
- Decide rules based on what you are using

### Rule ideas

- Take turns placing a stone on the pile, when it falls over, round is over, best to 5 points
- Build the tower, take turns removing a stick, when it falls over, game over



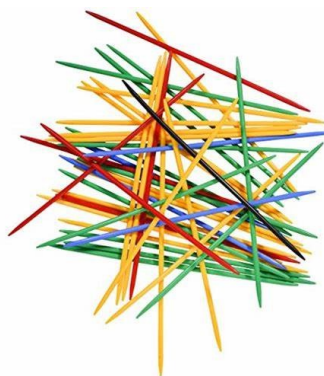
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## 5. Pick up sticks- with real sticks

Collect and use these! 😊



Instead of these 😞



- Colour the ends of the sticks with paint or different markings with a vivid. Aim for 30 sticks, 5 different colours, 6 of each colour
- Make ONE Master stick (usually black)

### Rules

- Player one begins the game by holding all the sticks in their hand and then dropping them to the ground, scattering them across the deck/concrete
- The player then proceeds to pick up the sticks, one by one, without moving any sticks other than the coloured sticks they are attempting to pick up. If any of the other sticks are moved, the players turn ends, and play continues to the left
- The next player may choose to pick up a stick from the scattered sticks or scoop up all the sticks and drop them again prior to attempting to pick them up





- Players continue picking up sticks until their turn ends, and if a player picks up all the sticks, they re-toss them and continue the process until their turn ends. Make sure to keep track of your score before tossing the sticks
- If a player successfully picks up the “Master Stick,” the player may use this stick to move the other sticks around in the playing area, separating sticks that are close together and isolating sticks, so they are easier to pick up. No other stick can be used in this way
- The game ends when a player reaches the agreed upon end-score.

## 6. Meet a Tree

- One person is blindfolded, the other can see
- The blindfolded person is turned around a number of times and walked round the garden and finally taken to a tree
- They are given 1 minute to touch tree, and observe its features
- They are then returned to the original starting place still blindfolded. Remember to turn them around a few times on the way
- Remove the blindfold and the person then walks to what they think is their tree
- Swap over and repeat

