



REINDEER RUN



Ages 5+ | Full class

AIM OF THE GAME



- ▶ As Reindeers, you will need to deliver presents to different houses without losing them to the Grinch (who wants to steal them).

EQUIPMENT



- ▶ Large Cone (different colours), small balls, bean bags or safe objects to carry whilst travelling and coloured bibs.



HOW TO PLAY



- ▶ Set up the playing area with large different coloured cones spread out to represent house rooftops and mark a small area as the Grinch's Cave.
- ▶ Split the class in half with one group as Reindeers and the other playing the roles of the Grinch.
- ▶ All the Reindeers start the game with a 'full sleigh' of three small cones, beanbags or balls of different colours to represent the presents.
- ▶ Reindeers move to visit as many large cones as possible to 'deliver the presents to houses'.
- ▶ The Grinch's role is to take the "presents", once placed at a house, back to their cave.
- ▶ Once the Reindeers run out of presents to drop, they can visit the Grinch's cave to collect more presents.
- ▶ Play for 3 minutes and see who has won by having the most presents at the houses or in the Grinch's cave. Swap over roles to play again.

GAME VARIATIONS



1. Using the different coloured large cones as roof tops and small equipment for presents, Reindeers have to put the correct matching presents on the same coloured roof top. The Grinches can either take the presents to their cave as before or put them at different coloured roof tops. Reindeers can move the presents back to the correct colour.
2. As in Variation 1 but switch colours around. For example Green matches with Red and Red matches with Green, Blue matches with White and White matches with Blue. Or any other order.
3. Assign different movements to each colour present that the reindeer or Grinch must use to travel. For example Red as moving backwards, Blue on one foot, Green travel without using hands to carry the present etc.