

## Class Story

Start a story with a sentence like 'Once upon a time...', or something more specific like 'Last weekend I went to...'. Get everyone to add a line one by one, continuing the story.

Write down or record your story and play it back to get everyone giggling again.

## Two by Two

Allocate everybody an animal, ending up with two of each animal in the group. Make sure no one knows what animal anyone else has. Everyone must use noises and actions to imitate their animal, and try to find their animal partner.



## Nature's Alphabet

One by one, each person must think of a word to do with nature for each letter of the alphabet. You can keep this going for as long as they can think of words. Encourage them to think of things that aren't animals too. You can incorporate some grammar by limiting them to nouns, adjectives etc.

# Bonding Games

New year, new term, new team or club? After a long break or when meeting new people these games get children and adults alike laughing and working together. Suitable for age 5+



## On the Spot

One person stands facing the rest of the group. The leader writes or holds up a word or name to do with nature behind them so the rest of the group can see it. The group must use either actions or noises, or any words except the chosen word to help the person 'on the spot' guess what it is.

## Story Bags

Split the group into teams. Put several objects in a bag - at least one for each team, or if you like, a bag of objects for each team. Each team must then make a story about the object they pick, or objects they are given.

You can leave the remit wide open, letting them use their imaginations to make up stories that feature the objects, or give them a theme or guidance, e.g. "How was the item made?", "Where did the item come from?". You could even go all-out fantasy with something like "I stole these items from a dragon's cave, how did I do it?"

You can choose your objects according to themes, e.g. natural objects like pine cones, fossils, animal sign, cultural/historical artefacts/tools.

## Memory

Using a sentence starter like the examples below, one by one everyone will complete the sentence, first listing all the answers students have given before them.

Examples:

"I am happy to back at school because..."

"The most interesting thing I've ever seen is..."

"My favourite tree is..."



## Drey Dash

Mark four corners of a big square indoors or outdoors. These are squirrel dreys. Split the group into 5 teams. 4 teams stand in a drey each, and the fifth team stands in the middle. The four teams in the corners need to move to one of the other dreys. As they do, the team in the middle needs to move in, before another team gets there! Whichever team ends up without a drey moves to the middle for the next round.