



Prep-free Game Example: Wild Animal Rescue! (a kool kid creation)

From Tandalay Grades 3-5 Locomotor & Manipulative Games, Lesson 3

- Designate a large playing area (size depends on size of class; basketball-court size should be about right). Players (wild animals) start on one end of the field (danger zone) and travel across to the other side of the field (ultimate freedom).
- Set out hoops throughout the playing area to act as CAVES, SWAMPS, or HOLES that the wild animals can use as hide-outs, or safe bases.
- Establish an area for the wild animals to be kept when captured. Hoops approximately half-way down the field, just on the outside of the playing area will work nicely. When tranquilized, the animals must go to one of those hoops.
- The wild animal experts (suggest Jeff Corwin...) are attempting to capture and "tag" (mark for study) the animals as they move from the danger zone (area being taken over by human development) into the freedom zone (wild animal park).
- Select a couple of players to start out as the Wild Animal Experts (WAE). Each expert gets 3 Fluffilos to use as tranquilizer darts. Once thrown, the WAE may simply pick them back up and use them again. Players cannot be tagged when they are in a hide-out (hoop).
- The goal of the game is for the wild animals to cross the line to ultimate freedom without getting tagged, and for the Wild Animal Experts to "tag" as many wild animals as possible.
- If tagged, the player goes to one of the "holding hoops" and must remain there until rescued by another wild animal who tags them. When freed, the "tagged" animal must return to the danger zone and resume play.
- If a wild animal gets across the far boundary line, they collect one point, then go back to the starting line around the OUTSIDE perimeter of the playing area and start again, trying and free any captured animals as they make their way, once again to ultimate freedom.
- Captured animals may form a chain (if necessary) as long as one player keeps one foot in the cage. Only one animal may be rescued at a time.
- To begin the game, all the wild animals start on the danger zone line. Play for a designated amount of time. See how many times the wild animals can get across.