YoungstarsWiki.org

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★ ★ ★ ★ ★
Keine Stimmen

Waldtag - Spielblock II



Vielleicht hatten wir bereits mit "zauberhaften" Orten im Wald Kontakt und können uns vorstellen, dass vor langer Zeit im Wald auch seltsame Wesen gehaut haben, wie z.B. Drachen, Riesen, Zwerge. Natürlich haben diese Wesen auch Spiele gekannt. Zwei davon seien hier vorgestellt.

Games: Dwarf racing, dragon tail chasing

Organizational

The different groups join together at an agreed upon time and place.

Maybe we have already had contact with "magical" places in the forest and can imagine that long ago in the forest also strange creatures haunted, such as dragons, giants, dwarves. Of course, these beings also knew games. Two of them are presented here.

Dwarf Race

The camp participants split into groups of about 12.

The lightest person in the group gets to play the brave dwarf who has the ability to ride the dreaded dragon. The others form a circle, face outward, and hook each other's arms. This formation is the dragon that the little dwarf has tamed.

The dwarf sits on the dragon and instructs the dragon to move forward. How the dwarf sits on the dragon is not specified. He simply must not touch the ground and should be able to hold on so that he does not fall off when the dragon moves.

Moving the kite forward is not so easy, as all the people making up the kite are facing a different direction. Riding the dragon may need to be practiced for a while before an actual race can take place. If the dwarf falls off the kite during the race, the whole group has to go back to the starting point.

Dragon tail chasing

Groups of about 6 people each are formed. Group members line up and hold the person in front around the stomach (dragon).

The last person tucks a twig or large leaf into their waistband (dragon's tail), clearly visible at the back. The person in front (dragon head) tries to snatch the leaf or twig from another dragon, but at the same time they should prevent their own dragon tail from being snatched out.

The last person tries to snatch the leaf or twig from another dragon, but at the same time they should prevent their own dragon tail from being snatched out

(See PDF file for details)

Game Block_II

Source reference:

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- Education Directors' Conference (EDK)

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- World Wildlife Fund (WWF)
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