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★ ★ ★ ★ ★
Keine Stimmen

Forest Day - Play Block IV



Other games:
- Good day, Mr. Forester
- Fox and hare
- Forest word game

Good day, mr forester
The game is played on the principle of "flying Dutchman".

The group members form a circle. One person walks around and then taps someone on the shoulder. The two people shake hands and greet each other with "Good afternoon, Mr/Mrs Forester" and then run in the opposite direction. Where they meet, they greet each other again with a handshake and continue the sprint. Whoever arrives too late at the gap in the circle must run round next and look for a forester again.

Fox and Hare

The group is divided into two halves. One is the "foxes" and the other is the "rabbits". The leader hides an object (e.g. a ball of wool) in a designated area. Everyone now sets off in search of the object. Whoever finds the object calls out loud the name of their own group.

The group members called out must go to an agreed location to safety, but are followed by the other group. The goal of each group is to be the first to find the item and, failing that, to prevent anyone from the finding group from getting to the agreed upon safe location if possible. It is up to each group to decide whether to introduce a point system to reward the finder group or to count the number of people caught. In the course of the game it can happen that unexpectedly other things than the actually searched object are discovered. Whoever finds something interesting gets to interrupt the game and everyone gets a chance to look at the new "thing."

Forest Word Game
For this game, a large area of forest must be staked out. One half of the group spreads out in this field. Each of these group members is given a "forest word". For example, "A handful of earth", "Five pine cones", "Three small stones", "A cushion of moss", "Five different leaves"

The other half of the group tries to catch the people with the terms (even a touch smells already). The "caught" persons reveal their term and each member of the catcher group looks for the respective

things in the forest. The goal of the catcher group should be to find out all the "forest words" as quickly as possible and to search for the objects. The game is stopped after a while and there is a role change with other "forest words".

(See PDF file for details)

Playing block IV

Source reference:

Content: Klemens Niederberger with the collaboration of CH WALDWOCHEN in den Schweiz. Children's and Youth Associations, 1990?

Patronage:
- Federal Councillor Flavio Cotti, FDHA
- Conference of Forestry Directors (FDK)
- Conference of Directors of Education (EDK)

Promoters:
- Schweiz. Zentrum f. Umwelterziehung (SZU)
- World Wildlife Fund (WWF)
- Schweiz. Bund f. Naturschutz (SBN)
- Bundesamt f. Umwelt, Wald und Landschaft (BUWAL)
- Eid. Research Institute for Forests, Snow and Landscape (WSL)
- Forestry Central Office (FZ)
- Swiss Foresters Association (VSF/ASF)
- Swiss Forestry Association (FZ). Foresters (VSF/ASF)
- Schweiz. Arbeitsgemeinschaft der Jugendverbände (SAJV)
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- Forum schweiz. Elternorganisationen (FSEO)

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