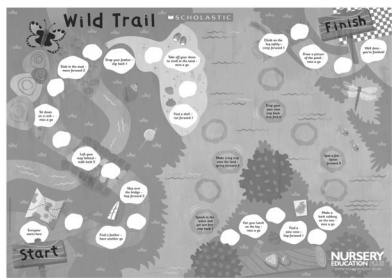


How to play the Wild Trail game



Invite children on a journey through nature with our fun game



How many players: 2–4

Aim of the game: To follow the nature trail and see who will get to the picnic blanket 'Finish' first.

What you need: Counters, stones, shells or small world figures for each player, or download our activity sheet, 'Wild Trail wellies', featuring pairs of coloured boots that can be cut out and stood in balls of modelling clay to make counters; a die or simple spinner (download the useful 'Spinner template' from <https://education.scholastic.co.uk/resources/156741> to make your own).

How to play

- 1 Invite each child to choose an object for their counter, to move as they play.
- 2 Ask children to each throw the die or spin the spinner to decide who goes first, starting with the highest number and descending.
- 3 All the players start on the stepping stone by the 'Start' sign. Children use the spinner or die to find out how many stepping stones they move on each turn.
- 4 As the children progress through the game they will encounter various actions and moves.
- 5 The winner of the game is the first player to end up on or go past the last stepping stone and reach the picnic blanket – why not celebrate with a little snack or reward for each child as they reach the end?

Invite children to make up a story about their trail, encouraging them to describe what they might have seen and the sounds and scents they might have encountered. Help them to create their own trail diary using words and drawings, perhaps even finding materials from your outdoor setting to create a multi-sensory display.

Ask children to create a trail diary on their way home from your setting, picking out textures from their environment, such as bricks, wood, metal and so on. Add images of these materials and textures in another area of your display and arrange the children's diaries on a table below.

Support

Encourage good turn-taking as children play the game. Support younger children with the text directions on the stepping stones and count the numbers aloud as they move along the trail.

Next steps

Make the game more difficult for older children by asking them to spin/roll the exact number needed to finish on the last stepping stone. How many turns do they need before they can finish?

For a more lively game, as children land on a stepping stone that specifies an action, such as 'skip', 'spring' and 'tiptoe', ask them to mime the action before the next player takes their go.

Why not create a 'Sound trail' experience? Record lots of different sounds from in and around your setting. Play the sounds back to the children. Can they identify the sounds correctly? Can they locate where you were when you recorded the sound?

Curriculum links

- Personal, Social and Emotional Development
- Communication, Language and Literacy
- Mathematics
- Understanding of the World
- Physical Development
- Expressive Arts and Design