

CYCLE SAFARI



EQUIPMENT

Chalk or small activity rings.

PREPARATION

Draw small chalk circles here and there in the playing area, or use activity rings. There must be half as many circles as players.

HOW TO PLAY

Half the children stand, one in each circle, without their bikes. They hold out their hands in front of them and pretend to be apes, tigers and other jungle animals, turned to stone. The other children ride around between them and try to clap hands with the 'jungle animals'. If they hit the target, the animal comes to life and acts and sounds like the animal the child is pretending to be. However, the animal stays in the ring and turns back to stone after a few seconds – but only until the next time it is clapped. After a while, animals and cyclists swap roles. Other universes can be substituted for the jungle: a fairyland with trolls and witches, for example, a land of monsters or Christmas land with elves and angels.

RIDERS PRACTICE

- Riding slowly and manoeuvring between obstacles
- Riding one-handed
- The imagination and courage to bring the animals to life

Tip: If the game leader is also an animal and dares to act really funny and silly, it will spread to the children so they too will dare to loosen up

IDEAS FOR DEVELOPING THE GAME

Simplification: The actors are just themselves, and the children greet them with 'high fives' or by waving to them.

Development: The cyclists ride around in small groups snake-fashion, with the leader setting the course and the others following.

Variation: One of the actors is a monster, but the children don't know who it is. The others are just peaceful trees that turn when you clap hands with them. When the monster is hit, it wakes up with a roar and runs out to catch the children. If you are caught, you have to be an actor next time.

