


Under the Sea Games

Activity/Game Description	Equipment
Animal Heads - Sea Creatures In turn each Joey Scout asks a question as to what creature is on their headband, requiring a yes or no answer. Repeat until their animal is guessed.	Paper/cardboard or fabric headbands, laminated pictures of sea creatures, paperclips or tape to attach the picture
Clamming for Marbles Fill a wading pool with water and dump the marbles into it. The sand can also be added. The object is for team members to wade in small pool and try and recover the marbles could make them retrieve the marbles with feet only). An alternative would be for to float Frisbees on the water surface and have the kids place the marbles in the Frisbees.	Wading pool, marbles, sand (optional)
Coral Reefs <i>Small reef fish get protection from predators by hiding in reef crevices or by shoaling and schooling.</i> Place hula hoops out to represent coral reef. One Joey is the shark and the rest are fish. Only one fish can be in a section of coral (hula hoop) at a time. The shark tries to catch the fish as they move from coral to coral. When you call out "shark", all the fish have to leave their coral and find a different piece of coral to hide in. If tipped they become a shark and help catch the other fish.	Hula hoops
Crab Walk Relay	Nil
Fishing Game Joeys in relay formation at one end of the hall. At the other place the fishing rods (stick with magnet attached to string) and a pond (hula hoop) of fish (laminated fish with paperclip attached). One at a time Joeys race to their pond and retrieve one fish and return to their team.	Fishing poles, hula hoops, fish, paperclips
Fruit Salad - with sea creatures	
Net the Sucker Fish Have several ponds set up each with fish making sure the numbers which have been written on the backs of the fish cannot be seen. Place the nets (1 net for each team of Joey Scouts) 2-3 metres away from the ponds. Each member of the fishing team is given a rod (drinking straw). On "GO" signal the team tries to suck up a fish from the pond with their rod-straw and carry it (suction power only) from the pond to their teams net, they quickly go back for another fish and continue until "STOP" is called. The total fish points are added together at the end of the game to see who are the most successful fisherscouts.	Several paper fish (numbered 1-5 on the reverse), "ponds" – large paper plates, "nets" – small paper plates, "rods" – drinking straws
The Net Two Joey Scouts in centre, holding hands and are the "net".	Nil

<p>They call out "Who's afraid of the net?" Others are "fish" who call out from one end of the room, "Not us, we are brave fish" and race to the other end, avoiding being caught in the net. If caught, they join the net, which must not break and catch other fish when they race down to the end of the room. Only the outside hands can tag.</p>	
<p>Octopus Relay Joey Scouts in 2 teams each with a balloon. Balloon is passed under and over the waves (under legs, over head) to end of line. Last Joey runs to end of hall and sticks 1 crepe leg to the balloon runs to the front of the line to start under and over again. Relay ends when all 8 legs are on.</p>	<p>Balloons, crepe paper streamers and sticky tape.</p>
<p>Parachute Games</p> 	<p>Parachute and balls etc.</p>
<p>Rowboat The Joey Scouts are seated on the floor in a row one behind the other in groups of four facing away from the finish line. The Joey Scouts rock back and forward counting 1, 2, 3. The front Joey Scout gets up and runs to the back of the boat. Repeat until Joey Scouts reach a finish.</p>	<p>Nil</p>
<p>Sea Creature Memory Tray - Sense Have the Joey Scouts identify pictures. Cover them and then remove one. Uncover them and then identify the one removed. Eventually remove more than one at a time.</p>	<p>Tray, cloth, pictures of sea creatures</p>
<p>Sea Creatures All the Joey Scouts sit in a circle, they are given the name of a sea creature, e.g. shark, fish, sting ray, octopus etc (make sure there are more than two of each animal). One Joey Scout sits in the middle of the circle. When a sea creature is called, all Joey Scouts with that name run and change places with another Joey Scout of the same name. The middle Joey Scout tries to gain a place in the circle by getting to a vacant spot first. If the centre Joey succeeds the Joey Scout left sits in the middle of the circle, waiting to get a vacant spot.</p>	<p>Chairs</p>
<p>Sharks and Minnows One Joey is the shark and the rest are minnows. Minnows start in a straight line at one end of the playing area facing the shark in the middle. The shark shouts out, "Minnows swim to me!" All the minnows run to the other side of the playing area, if they reach the other side they are safe. If they are tagged they also become a "shark" or "seaweed".</p>	<p>Nil</p>

<p>Continue the game until only one minnow is left.</p> <p>Variation 1 - Once tagged the minnows are now sharks and help to tag other players. The lead shark is always the caller.</p> <p>Variation 2 - Once tagged the minnows sit down and become seaweed. The seaweed reaches out as the minnows run/swim by and if tagged also sit down and become a seaweed.</p>	
<p>Stormy Waters</p> <p>Play some music. Tell the children to start "swimming" around to the music. When you stop the music shout out "There's a storm coming - dash to an island!" Everyone must jump onto an island (rubber spot marker).</p>	<p>Rubber spot markers - 1 per person, music</p>
<p>Tentacle Hockey</p> <p>Depending on the number of Joeys use either 2 or 4 tentacles, these are laid side by side in the middle of the hall with a sponge between them. Goals are set up at opposite ends of the hall. Joeys are divided into 2 teams and a team is placed on either side of the hall. Each team member is given a number. If 2 tentacles are being used a single number is called out, if 4 tentacles two numbers are called. The Joey Scout on each team with that number runs to the middle, picks up a tentacle and tries to score a goal. Can either play these Joeys until a goal is scored and then call another number, or can call numbers at will. Each time a new number is called the sponge and tentacles are returned to the middle by the players as fast as possible at the same time the new players make a dash to the middle to start their turn.</p>	<p>4 stuffed, stocking legs for hockey sticks and a large sponge. Chairs for goals.</p>

