



Get active with these traditional games which have been given an environmental twist

## Worker Bees

Ask children to do these actions when they hear the following words:

- **Wildflowers**- Run to the left edge of the playing space.
- **Beehive**- Run to the right edge of the playing space.
- **Queen bee is coming**- Bow and say 'Your majesty'. (Explain that the Queen is the biggest bee in the hive. Her job is to lay eggs which will hatch larvae which grow to become bees. The colony will only survive if the Queen is cared for.)
- **Queen bee has gone**- Pull a silly face and stick out your tongue.
- **Collect the nectar**- Point arms down with hands together to form what looks like the bee's proboscis (the tube through which they suck up nectar).
- **Waggle dance**- Do a dance on the spot. (Explain this move by stating that bees communicate where nectar can be found by doing dances that indicate the distance and direction of a food source.)
- **Hungry larvae**- Stand on the spot and open and close hands to mimic the movement of a jaw opening and closing.

## What's the time Mr Bear?

- Pick someone to be the bear.
- All other players stand on the opposite side of the playing space and position the bear so that they have their back to them.
- Players call together, 'What's the time Mr Bear?'. The bear can reply 1 to 12 o'clock. For each hour the bear states, the players must take one step forward. The bear must keep their back to the players at all times so they do not know how close the other players are to them.
- The bear may also say 'dinner time' in response, at which point they turn around and chase players back to their starting position. If a player is caught by the bear, then they become the new bear.
- All players should go back to their starting position if a player is able to step over to the bear's side unnoticed.