



RACE TO THE NORTH POLE

Ages 7+ | Full class



AIM OF THE GAME



- ▶ Get your team to the North Pole



EQUIPMENT



- ▶ Coloured cones, flat markers or hoops, and different coloured bibs

HOW TO PLAY



- ▶ Set up a playing area with as many flat markers or hoops spread out as possible. At one end have the North Pole, which is the target to get to, and at the other is the start line.
- ▶ Split the class into groups of three or four children per group.
- ▶ One group are the defending polar bears who start in the middle on the spots (they wear one colour bib) and want to protect the North Pole.
- ▶ All other groups are the explorers who are wanting to reach the North Pole. They begin at the start line.
- ▶ Explorers have to move from marker to marker, jumping from iceberg to iceberg, being careful not to fall into the frozen sea.
- ▶ The polar bears also move from iceberg to iceberg trying to catch the explorers. If they can lean across and tag one, the explorer must return to the start and try

again. Polar bears must keep both feet on the marker to tag.

- ▶ Everyone can start at the same time, and the team who gets all their group to the North Pole first, wins.

GAME VARIATIONS



1. Explorers and polar bears can only move on the beat of a drum (or whistle from the teacher). One iceberg hop per beat for both explorer and polar bear.
2. Only one team member goes at a time, with those waiting at the start line encouraging and helping their explorer to choose a good path to avoid the polar bears.
3. The whole team must travel together by holding bibs between them so the whole team is joined. If one explorer gets tagged the whole team goes back to start again.

