



SANTA'S SLEIGH

Ages 8+ | Full class



AIM OF THE GAME



- ▶ Fill your team's sleigh with presents ready to be delivered by Santa

EQUIPMENT



- ▶ Cones, balls, bean bags and bibs



HOW TO PLAY



- ▶ Set up a marked playing area and in the middle, fill it with equipment that can be carried by children safely. These are the presents in Santa's Toy Factory.
- ▶ Children can be split into teams of four to six, with each team having their own marked area as their sleigh, around the edge of the playing area. The further away from the toy factory area, the further they need to travel.
- ▶ One child at a time from each team runs to the middle and collects one "toy" from the factory and takes it back to their team's sleigh. Then the next child has their turn. Only one toy per child at a time. Repeat this until all the toys have gone from the factory. See which team can get the most presents into their sleigh.

using their hands outside the workshop. Children can pair up if they wish to go in groups but only one toy per visit to the workshop. Teachers may wish to assign a set movement to a colour piece of equipment (red means travel on one leg, blue means keep both feet together, green means work in a pair etc.).

2. Choose one team or some children to play the role of Scrooge. Scrooge's role is to stop the toys from leaving the workshop by tagging children running to collect a toy or taking a toy back to their sleigh. If caught they return the toy to the workshop and go back to the sleigh for the next team member to try.
3. Apply the Naughty or Nice rule. Once all the toys are gone from the workshop teams can choose to be naughty or nice. Naughty means going and stealing a toy from another sleigh, nice means ensuring all teams have the same number of toys so they are shared equally. Play for a set time and see at the end which teams have been naughty and which have been nice.

GAME VARIATIONS



1. Play as above with each child needing to move in a different way to collect a toy e.g. bringing it back to the sleigh without