

# Fun fishy games

## Rainbows

### About this activity

Burn off some energy and have fun with our marine-themed games. These are the perfect warm ups for any of our activities.

### Outcomes:

- Work as a team
- Practise listening skills

### You will need:

- Space to run around in
- Lots of energy!

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## Anemone attack

1. Make a small circle with one person (the anemone) in the middle.
2. Throw a beanbag or ball (the shrimp) from person to person, across the circle.
3. The anemone must try to catch the shrimp – the anemone can reach out but cannot move their feet.
4. When the anemone catches the shrimp, the person who threw the bag is 'eaten' by the anemone and becomes part of the anemone in the middle.
5. Continue until all the shrimp are eaten.

## Marine animal charades

1. Choose a player to start.
2. Ask them to think of a creature that lives in the ocean and to act out the name of the creature. They can do this until someone guesses the creature or until a set time limit has expired.
3. Continue until everyone has had a go or until time runs out.

## Sharks and minnows

1. Nominate one person the 'shark' and mark out a 'safe area'.
2. The shark stands in the middle and says, 'fishy, fishy, come out to play!'
3. The minnows should walk slowly towards the shark.
4. Whenever the shark decides, they should shout 'shark attack!' and run towards the minnows to 'tag' them while the minnows run to the safe area. Any tagged minnows become sharks.
5. The game restarts with the sharks in the middle of the remaining minnows. Keep playing until all the minnows are tagged.

## Dead fish

1. The leader stands in the middle of the room. Ask everyone to walk slowly around the room.
2. The leader shouts 'dead fish!' and everyone drops to the ground and keeps as still as possible. Anyone who moves sits 'out' and the game continues until one person is left.

## Animal theatre

1. Split the group up into smaller groups.
2. Ask them to work together to create a 3D sea creature. They could stand up and move around or create a giant creature by lying, kneeling or standing.
3. Each group should then take it in turns to act out their animals to each other.

## Fish tag

1. Split the group into four smaller groups.
2. Give each group the name of a fish or marine creature.
3. Play a game of tag. When a person is tagged, they become the same creature as the person who tagged them.
4. Continue playing until the whole group are the same creature.