SeaScapes
Tyne to Tees, shores and seas

Coastal Corners

For this game you need:

- A good amount of space for running around

- A watch or phone for timing

- Preferably some seaside music to play through a speaker

- A full set of 45 prompt cards

- Six flags set apart a sufficient distance to create a suitable size play space for the group

- A score sheet with children's names (if playing point scoring version of the game)

Gameplay overview:

Children listen to various clues about creatures, features or objects commonly found at the coast and then run to each of the corner flags to find the icon that they think matches the description given by the play maker. The game plays over a number of rounds (see 'order of play' on the next page)

Order of play:

01 Gather the children into the centre of the play space

02 Explain that the game will take place over a number of rounds (say 10 rounds)

03 Each round will consist of the following steps:

  01 The play maker looks at one of the prompt cards and, keeping it secret, gives a clue about the creature, feature or object pictured on the card (or simply the name) (e.g. You'll find me towering high at the back of the beach; I'm sometimes called a dog but I have a shell and you'll find me in a rock pool)

  02 On the play maker's instruction music starts playing and the children begin to run around looking for the icon that matches the given clue

  03 The duration of the round is up to the play maker's discretion (NB. shorter is more challenging) and when time is up the music is stopped and the children must immediately opt to stand in a corner (i.e. next to the flag with their chosen icon)

  04 The play maker shows the card to everyone

  05 **EITHER** only those children standing next to the correct flag continue to play remaining rounds **OR** a scoring system is adopted whereby children score either 0 or 1 point depending on whether or not they were found standing by the correct flag at the end of a round.

  06 The winner/winners are those with the most points at the end of game or, through process of elimination, the only one(s) left in the game.

Coastal creatures, features and objects:
The icons on the prompt cards/
flags are as follows:

FLAG

- Sanderling
- Sun hat
- Sandcastle
- Bee orchid
- Crab
- Herring
- Lifebuoy

FLAG

- Hermit crab
- Seagull
- Parasol
- Fishing net
- Driftwood
- Bloody cranesbill
- Limestone cliffs

FLAG

- Sea shells
- Sand dunes
- Prawn
- Used nappy
- Lemon top ice cream
- Sun screen lotion
- Swimmer
- Little tern

FLAG

- Anchor
- Sun glasses
- Kite
- Lobster pot
- Lobster
- Paddle boarder
- Deck chair
- Kelp (seaweed)

FLAG

- Safe swimming flag
- Surfer
- Fossil fish (Permian)
- Wind break
- Seal
- Rocks and pebbles
- Snorkel and mask
- Whelk

FLAG

- Oystercatcher
- Starfish
- Mussel
- Bucket and spade
- Durham argus butterfly
- Red flag
- Mermaid's purse