



No maximum number
depending on adequate
supervision



5 minutes for each game

A Day on the Farm

Make a Scarecrow

Equipment (per team):

- Scarecrow picture on wall
- 6 skittles in a line (1.5ltr plastic soft drinks bottles with 5cm of sand in the base make ideal skittles)
- Cut out pieces on table
- Flag

Instructions:

- Leading boy picks up piece of clothing etc., runs to blank picture down the winding lane (in and out of skittles), places item in right place and returns via same route to rear of team, tagging next boy as he passes.
- When last piece has been placed and boy returns to team, team sits cross-legged and Leader raises flag.

Feed the Ducks

Equipment (per team):

- Duck picture on face of small table
- Washing-up bowl (pond) in front
- Taped line some distance from the duck
- Another washing-up bowl half-way down hall with 6 table-tennis balls and fishing net
- Team Flag

Instructions:

- Leading boy must negotiate puddles and uses net to retrieve a single ball, leaves the net at this pond, makes his way to the line short of the duck and throws it to fall into duck pond. (Leader needs to return missed balls to first pond.) Boy returns to rear of team, tagging next boy as he passes.
- When 6 balls are in the duck pond and last boy returns to team, team sits as before, Leader raises flag.

Potato Picking

Equipment (per team):

- Vegetables placed in a line down the hall
- Length of sash cord laid 3 metres from vegetables
- 1 sack beside each team
- Flag

Instructions:

Leading boy picks up sack, avoids 'mud' and other vegetables growing in the field by walking heel/toe/heel down sash-cord to pick up any one veg and places in sack. Returning to rear of team ALONG THE CORD, he gives sack to next boy as he passes. Leader raises flag when boy returns with last vegetable and team is sitting as before.



Pen the Sheep

Equipment (per team):

- Shepherd's crook
- 2 x pillars for 'gate'
- Hoop at other end of hall
- 18 'Sheep' cutouts with a team colour tag on them, all 18 Sheep in lines in middle of hall but colours mixed up, sides of field defined by pillars

Instructions:

- Leading boy enters field via gate, uses crook to hook 1 sheep (branded with team colour), shepherds it to 'pen'. Returns to team via field and gate (mind other sheep), hands crook to next boy.
- Leader raises flag when all 6 sheep are in the pen, last boy has rejoined team and all are sitting as before.

The Milk Round

Equipment:

- 4 house doors on face of small tables, 1 in each corner of hall
- 6 milk containers, plastic 1 litre bottles would be ideal
- 2 x pillars
- 1 Flag per team

Instructions:

- 2 teams to face each other from each end of hall.
- Leading boy picks up a container and, going through his gate, delivers it TO THE RIGHT HOUSE, returning to team VIA THE GATE to tag the next boy.
- Leader raises flag when all containers have been delivered and last boy joins team sitting as before.

Collect the Eggs

Equipment:

- 3 Teams form spokes of a wheel
- Each team has a table at the 'rim' with a chicken and nest with 6 eggs in it, and an egg box.

Instructions:

Boy at rim collects an egg, runs round the wheel, PAST HIS OWN TEAM to centre of wheel and passes egg down the line. New boy at rim places the egg in the box, collects another and so on. Leader raises flag when last egg is in box and team is sitting as before. Each boy may take 1 egg as they leave the game.