

Game 'Day and Night'

<u>Target group</u>	4-5 years old
<u>Material</u>	Any kind of musical instrument.
<u>Procedure</u>	The children have to choose the captain- an owl. The owl has to say just two words- 'day' and 'night'. When she or he tells night everybody can move easily, but when the owl says 'day' all children have to freeze in the position they are at the moment. When the owl says 'night' the children can move freely again and so on. If the children move when it is 'day' they are out of game.
<u>Variations</u>	Instead of words you can use musical instruments. For example drums : when it is night the owl plays the drums, when it is day the owl stops playing.
<u>Aims</u>	To develop coordination To listen and to concentrate.
<u>Comments</u>	Do it in an area where there is a lot of space so that children can move easily.