Hungarian hide and seek (A1)



Target group	Age: 4-6
<u>Material</u>	None
Procedure	 Pick one child for counting. While the child is counting at the meeting point, the others hide. The child who counted looks around and tries to find the others. The others try to reach the meeting point without being seen by the counter. If the counter picks somebody, this one will be the next counter. You could add a further challenge, e.g. The children who hide have to collect things and have to bring them back at the end of the game (for example 3 green things in green or 2 similar branches and so on). In this way the children keep their eyes open on their surrounding while there are playing 'hide and seek' in the nature. You could adapt the difficulty of this challenge to the children.



	You could also use the special things - they have to search for - as a joker. If the child is found by the counter, his object gives a 'Joker' and he can hide again.
<u>Variations</u>	 2 counters Reduce the counting time
<u>Aims</u> <u>Comments</u>	 Be quiet Observe Be fast Be creative to find new places to hide Get to know yourself and become self-confident by making new experiences in the nature. Refine tactile perceptions Listen to the silence and sounds. Become aware of kinesthetic information Look at things from another perspective. Learn to observe in details.

C. Göpfrich – S. Keulemans – P. Bence

