

Winter Activity Ideas Package

Lets go catch a few Snow Flakes!



Snow Games



Dogsled Pull

Each team must pull each member on a toboggan around an obstacle course. Those pulling are the "dogs". Build the obstacle course using snow, pylons, cans, and other fun items.

Hopscotch in the Snow

Use a spray bottle filled with water and food coloring to outline a hopscotch board on the snow. Throw a snowball into the first square, hop over it, then hop into every square up to number ten. On the way back, stop to pick up your snowball. Now toss the snowball into number 2.

Capture the Snowball- Here are the rules:

- Participants are divided into 2 teams.
- Divide playing field in half with a line to show the halfway mark.
- Each team builds a snowman with a hat, a carrot, a scarf, and whatever else you wish.
- Members of each team try to cross the half line in order to get the other team's accessories for the snowman, without getting tagged by the other team.
- If tagged they must "freeze" where they are and wait until a team member can "free" them by touching them.
- The game is over when a team successfully takes the other team's snowman accessories and adds it to their own snowman.

Snowman Tag- Here are the rules:

- Pick one person as the "freezer" and a couple of people as the "melters". Be sure there are enough **melters** so that players will be moving most of the time.
- Identify the **freezers** and **melters** with different color scarves or pinnies.
- When a **freezer** touches a player, they must become a snowman and freeze in place.
- **Melters** cannot be frozen, but rather work to thaw the snowmen as quickly as possible by touching them.

Winter Treasure Hunt

Objects are hidden in the snow. Each team is given a map explaining approximately where to look for the treasures. After 30 minutes ring a bell or blow the whistle and the team with the most treasures is declared the winner.

More Snow Games



Rules for Ultimate Frisbee (or ultimate ball)

What you need:

- Frisbee or medium sized ball
- At least 10 people
- A playing area of 9m x15m

The object of the game is for a team to make 5 passes in a row without having the Frisbee dropped or knocked away.

To begin all players scatter throughout the playing area. Each player is assigned to guard one player on the opposite team. The player with the Frisbee cannot take more than 3 steps and cannot hold the Frisbee more than 5 seconds. Either of these violations results in the opposite team gaining possession of the Frisbee.

A team that makes 5 successful catches scores a point or is able to get inside the other team's end zone.

The team with the highest number of points at the end of play wins.

Fox and Geese

Tramp down the snow to make a big wheel and a hub (looks like a wagon wheel with a big centre).

One person is the fox, and the rest are geese.

The fox tries to catch the geese and the first one caught becomes the fox.

All participants must keep inside the paths.

If a goose steps off the path he/she then becomes the fox.

The only safety for the goose is in the hub, but no more than 2 geese in the hub at a time.

Cool Fun Cool Fun



Snowball Biathlon

Use an existing loop or an open field. At selected locations around the loop identify target stations or set up your own. Skiers ski the loop as fast as they can, stopping at each target to make a snowball. Throwing a snowball at the targets, they try to score as many points as possible. Targets can be painted circles, squares, pictures on the snow, hula hoops, boxes, trees, etc. The team with the most points and best time wins. If you do not have cross country skis available for use, another idea is to use snowshoes, or participants can just run, hop, or jump around the loop.

Smooshing Races

Teams of four. The team equipment consists of two planks of 2x4 wood with four leather straps attached to each plank about an arm's length apart. To begin, team members place their boots into the leather straps, one boot on each plank. In race format, the teams race about 20 yards, stop, reverse direction (and reverse order so that the fourth person is now in the lead) and return to the start. The winner is the team that manages to "smoosh" successfully back to the start line.

Seal Slide

Participants lie on scooters or Crazy Carpet sliders and move their arms and legs as if they are swimming to move the carpets along the snow. Team races make this one lots of fun to watch!

JINGLE BELL DANCE

Music: Jingle Bells

Formation: Pairs in double circle, inside partners facing out, outside partners facing in, hands joined. Begin with both partners going counter clockwise (CCW). The outside partners will go to the right and inside partners will go to the left.

Part 1: Heel toe

Cue: Heel-toe, heel-toe (dashing through the snow...over the fields we go)

Part 2: Slide

Cue: Slide, slide, slide, slide (in a one horse open sleigh....laughing all the way)

To begin- After 2 heel-toes the partners slide around the circle CCW, with the outside partner to the right and the inside partner to the left, hands joined. Repeat in the opposite direction. (This makes more sense with the music)

Part 3: Hand clap

Cue: Right, right, right (Jingle Bells) Left, left, left (Jingle bells). Both, both, both, both. (Jingle all the way!) After the clapping routine one time, partners join right elbows and skip in a complete circle clockwise in their place. Repeat the above clapping and skipping in the opposite direction.

Part 4: Switch partners

As part of the 8 beats used to complete the second circle, you can have the inside partner remain in the same place once the skipping part is complete. The outside partners, after skipping CCW, disconnect elbows and continue to skip to the next partner. They have 8 beats to complete the circle and skip to the next partner, however as soon as they reach their new partners they must join hands, because it will be time to begin the heel-toe part.

Hint: Don't add the switching partners part until the students are able to do everything else! A great mixer and loads of fun!

