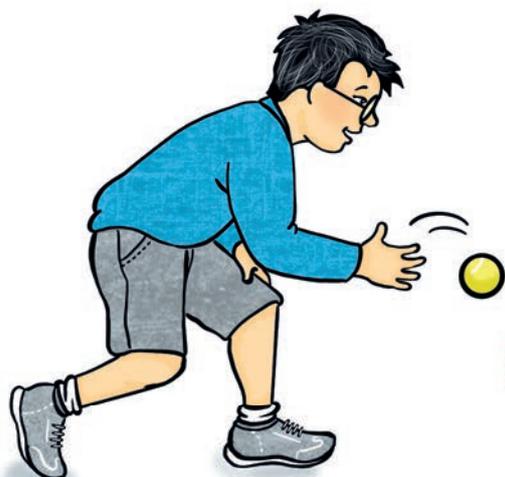


Candle, tornado, room

What you do

- 1 This game is like rock, paper, scissors, but with bigger actions!
- 2 Invite the Scientists to form pairs. On the count of three, encourage each player to choose either candle, tornado or room (and do the action!). Candle lights room, room keeps out tornado, tornado blows out candle. If they each choose the same thing, they should play again until there's a winner. The winner of each pair then finds another winner and plays them. At the end, you should be left with one winner!
 - **Candle:** the player should wave their hands like a flame and say 'Candle' in a high voice.
 - **Tornado:** the player should spin around and shout 'Tornado!' as loudly as they can.
 - **Room:** the player should stand with their arms and legs out wide and shout 'Rooooooooooooooooom' in a deep voice.
- 3 Challenge the Scientists to come up with other light-based versions of the game.



Experiment 4

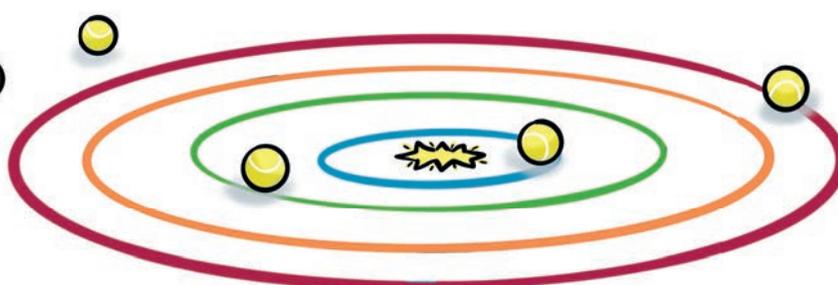
The king of the jungle

What you need

- chairs

What you do

- 1 Invite the Scientists to sit in a circle. Ask everyone to choose an animal and think up an action and sound effect they can do to represent their animal. A leader should be the lion and come up with an appropriate leonine action.
- 2 In turn, ask each player to demonstrate their action and sound in order from the lion's left, clockwise around the circle until you get to the player on the lion's right, who is at the bottom. Once everyone knows the animals and actions, the lion, as the king of the jungle, starts the game.
- 3 The lion performs their own action and sound, followed by that of another animal. Encourage this animal to do their own action and sound, followed by another.
- 4 The game continues until a player gets an action or sound wrong, misses their own action or hesitates too long. This player goes to the bottom of the order and everyone shifts up one. Players do not keep their own animal but take over the animal of the previous player to sit in that seat! The idea is to dislodge the player sitting in the king of the jungle's seat!



Animal obstacles

What you need

- equipment for a simple obstacle course
- a stopwatch (optional)

What you do

- 1 Before the session, set up a simple obstacle course and risk assess it so that children don't get hurt. In your course, leave some sections free of obstacles, so that children can do impressions of how different animals move.
- 2 Play this game in Labs and time the runs, or split Labs in half to play against each other. Show the Scientists your course and, in the sections free of obstacles, tell the children what animals they need to imitate. For example, they could hop like a kangaroo, slither like a snake, mime flying like a bird or walk on four legs like a cat.
- 3 Alternatively, you could theme each obstacle and challenge the children to behave like a certain animal on each one. For example, they could 'balance like a lemur' along a log (line marked on the floor), 'hop the lily pads (rugs laid out on floor) like a frog' or 'suck like an anteater' (moving marshmallows from one bowl to another with a straw).
- 4 You could award points or prizes for the fastest Labs, and also for the best kangaroo/snake/bird impressions!