



## **Firekeeper**

Ages: 4+ years

Numbers: 5–15 players

Time: 15–30 minutes

**Materials:** Blindfold, boundary markers of some kind, an item to act as the fire (a stick, a spruce cone, or for an added challenge, car keys)

### **Set up**

Designate an area for the blindfolded “Firekeeper” to sit and guard the “fire.” The game play surrounds them either in a roughly 30-foot radius circle or in a same sized semicircle in front of the Firekeeper.

### **Origins**

#### **Story/Nature Lesson**

Before humans were granted the gift of fire, it was jealously guarded by a terrible monster. Although this creature had no eyes to see, it could sense things with startling clarity. To bring fire to the people, you must use your Foxwalking skills to outwit this creature and steal fire from its hearth!

#### **Instructions**

The Firekeeper is chosen and shown a place to sit and blindfold themselves very well. The “fire” is placed within arms reach before them on the ground. They may not hold the fire, but they may check it every once in a while to make sure it is still there.

Designate a starting line at an appropriate distance from the Firekeeper (20–30 feet). The other players must slowly and quietly stalk toward the Firekeeper in an attempt to steal the fire and bring it all the way back to the starting boundary. When the Firekeeper hears a noise or senses a stalker, they may say, “Freeze!” and all players must stop moving. The Firekeeper then points in a clear direction from where they suspect a stalker to be. If the Firekeeper is right, the stalker must quietly return back to the starting point. A facilitator is usually necessary for this game.

In large groups, the facilitator selects several stalkers to make their approach at a time, quietly pointing to select them throughout the game. This keeps the game manageable for all parties.

Sowing Seeds of Respect for Self, Others, and the Earth

## Head Honcho

Origins: *Coyote's Guide*

Ages: Any

Numbers: Any

Time: 5–15 minutes

### Story/Nature lesson:

Some animals are good at imitating others in order to play a trick, like Blue jays imitating hawk calls.

### Instructions

Sit in a circle. Explain, “One person will be Head Honcho and will make certain movements, which we all must imitate. Whenever Head Honcho changes movements, so do we. Another person will be the Guesser and will try to figure out who is Head Honcho. We must try and keep up with the changes in movements without giving away who Head Honcho is!”

Ask for a volunteer to be the Guesser. The Guesser leaves the circle, looks away, plugs ears, etc. Pick a volunteer to be Head Honcho and make sure everyone (except the Guesser) knows who the Head Honcho is. Head Honcho begins first movement (such as clapping hands or slapping thighs.) Guesser returns and stands in center of circle. Guesser has three chances to guess who the leader is.

For the next round, Head Honcho can pick a different Head Honcho volunteer and Guesser can pick a next Guesser volunteer.

## Skink Tag

Ages: 7+

Numbers: 6 or more

Time: 10–20 minutes

**Materials:** Bandanas or long fabric pieces (you can also use scarves or other items of clothing)

### Story/Nature Lesson

Skinks are lizards that will lose their tails. The ability to shed and regenerate a tail—a common characteristic among most small lizards—is a defense mechanism enabling those lizards to escape the clutches of a predator.

### Instructions

Game can be played in field or forest. It needs a set boundary in a large circle. You can delineate boundaries with branches or other items.

Sowing Seeds of Respect for Self, Others, and the Earth

Each player takes a bandana and sticks in their back pocket or waistband. The bandana must be hanging out low enough so it is visible. On the count of three all players enter the boundaries and try to snatch the tail of another player without getting tagged themselves by any of the other players.

If a player successfully gets a tail, they can add it to their back pocket. If a player gets tagged, they have to squat or sit down in place. The only way for a player to get back in the game is for them steal another tail from this seated position. If at any point a player steps out of the boundary, they are out for the round.

### **Variations**

Players may not have more than two tails. If they manage to attain more, they must give it to someone who doesn't have one.

Sowing Seeds of Respect for Self, Others, and the Earth

122 Daley Road, East Chatham, NY 12060 518 392 6687 [flyingdeernaturecenter.org](http://flyingdeernaturecenter.org)