



The Great Migration

(Similar to the children's game 'Fruit Salad')

Great Migration is a game that is good for memory, light physical exercise, language development and **FUN**. This game provides subtle teachings on Animals and Migration. To incorporate Territorial Indigenous Language, use the Traditional names of the animals you have chosen for the game. (see firstvoices.com for translations)

Great Migration is ideal for children aged 5 years plus. However, younger children can happily take part and have fun if they are assisted by parents, caregivers, or early-years staff. Ensure you have a large, safe space for the game (can be played indoors or outdoors).

How To Play

- Have participants stand in a large circle.
- Pick 4 Animals that Migrate. For example, choose Bison, Caribou, Orcas and Sasquatch (Sabe). Then, if you want, share where and why they migrate.
 - Other options: You could choose Salmon, Geese, Prong Horned Antelope or pick any local animals (as most animals migrate daily within their territories in search of food, water, and relief from the elements). Definition of Migration can be those animals who migrate great distances or short daily distances.
- Go around the Circle and assign one of the Animals to each participant ("You're a Bison, You're a Caribou, You're an Orca, You're a Sasquatch-Sabe").
- Once everyone has been assigned an Animal, explain that when you announce an Animal or Animals then those Participants must cross the Circle and **Switch** places with other Participants who are the same Animals. For example, if the Game Caller says "All Bisons **Switch** Places" then all those participants who are Bisons must cross the Circle and **Switch** places with the other Bisons.
- The Caller can also call out Animals in Two's or Three's, i.e. "All Bisons and Caribous **Switch** places" or "All Bisons, Caribous and Orcas **Switch** Places". Then you will have several participants crossing the Circle at the same time to **Switch** with their fellow Bisons, Caribous and Orcas.
- When the Caller says "**GREAT MIGRATION**" then all Animals/Participants must cross the Circle and **Switch** places. (Warn participants to be careful when crossing not to crash into one another.)
- You can also add additional fun into the game by having the participants mimic the Animals when going through the Circle: use hands to create Antlers for the Caribou; swim across with the motion of an Orcas' pectoral fins; take long strides when walking like a Sabe; and grunt like a Bison or use your fingers to demonstrate their horns. If you have Geese as one of your Animals, fly across the Circle ---- **Have Fun**.

Continue playing until you feel the Group is still having fun but it's time for a new activity (always end an activity when participants are still having **Fun**, rather than continuing to play until boredom sets in).