

# SHIP-TO-SHORE GAME

Following directions and listening are the focus of this game. The play area is divided into two regions and nautical actions are outlined. An adult calls out instructions consisting of a location and an action. Kids run to the location and perform the action. As the adult goes faster and faster, laughter rules the day.

## Number of Players:

2+ (space availability is the only limitation)

## Space:

A large empty room or large outdoor space. Identify one side as SHIP and the opposite side as SHORE. If outside, traffic cones or a specific tree work well to identify SHIP and SHORE. Inside, masking tape on the floor is helpful.

## Materials:

Masking tape (only if needed to mark SHIP and SHORE)



## Directions:

Start by explaining the destinations (SHIP or SHORE) and the nautical action that will be acted out.

Some possible nautical actions are:

- Captain's Coming: Stand Up Straight and Salute
- Hit the deck: Lay flat on Belly
- Raise the sails: Pull on imaginary ropes
- Man Overboard: Sit down and row a boat
- Seagulls Overhead: Duck and cover head
- Rough Seas: Rock back and forth as if sea sick

1. Call out a destination and a nautical action.

Note: Do this faster and faster and mix up the order of the destination and the action. Kids should barely have time to complete one movement before the next one is called.

2. Kids run to the destination and do the movement.

3. This version of the game has no winner or losers, just lots and lots of laughter.

4. The game ends when the kids are too tired to continue.

## Variation:

- Form Teams and play for 5 or more rounds. When a kid does not follow the directions properly they are out. The winning team is the team with the most kids still playing after 5 rounds.
- Make up movements to go with different themes. For example, Pirate Treasure: Walk the plank, talk like a pirate (everyone shouts Arrggg!), dig for treasure, etc.