



SAFE ISLAND

What you need: One cushion for each child or a piece of coloured card in a random shape about the size of a normal cushion

Music requirements: Yes

Age suitability: 2+

This game is another version of musical chairs.

Place the cushions or cardboard shapes randomly around a room. The children then have to swim in the sea (the floor) as the music plays. When the music stops you yell out a danger, for example "Danger, the pirates are coming, find yourself an island".

The children have to quickly get on an island with no part of their body touching the floor. If any part of them is touching the floor they are out. The last child in the game is the winner (if you are playing for a winner).

You change the danger each time you stop the music. Some ideas are:

- Danger, the sharks are looking for dinner, find yourself an island
- Danger, a storm is coming, find yourself an island
- Danger, crocodiles are approaching, find yourself an island
- Danger, the piranha's are hungry, find yourself an island

To make it more difficult, after each round you take one cushion or one piece of card from the floor so as to reduce the number of islands available when the music stops.

When you cut the cardboard island make sure they are big enough for a child to sit on. They must not be standing on them but sitting.