

SOCIAL ANIMALS

Welcome to Holiday Heroes!
 This week is all about *working together!*
 How many can you complete?

1: COPYCATS

One player leads and another player is their reflection. Can the reflection follow all the leader's movements and actions for 1 minute? Then swap roles.

You'll need: 2 players, someone to judge/camera, a timer.

2: QUIET CATCH

Shh... try this quiet version of throw and catch. Take it in turns to throw the ball to another player. If any player makes a sound, they're out!

You'll need: 2+ players, ball.

3: DREAM TEAM

2 players stand or sit back-to-back. Player 3 calls out combinations the pair has to make together, e.g. hand to hand, foot to foot, right hand to left foot. Can the pair play 5 rounds?

You'll need: 3+ players.

4: CITY PLANNER

Work together to plan a city you think would be the best place to live. Use tape to show your city boundaries, neighbourhoods, buildings and roads. Label features with paper, or use toy figures.

You'll need: Tape, paper/pens (optional) toy figures of people, animals, cars.

Collect your credits!

Claim 1 credit for each activity you do. Log the activity on Aspire to unlock your credit!
www.cus-aspire.com
 (You can only log each activity once.)

5: PUZZLE PARTNERS

Each partner draws a portrait of the other. Carefully cut or rip it into 20 pieces and mix up all the pieces together. Can you work together to recreate both original masterpieces?

HINT: A photo or small sketch will help you put your portraits back together.

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