

Snorkel School Instruction Sheet

Game Instructions:

There are a few ways to play this game, depending on your space and group size, but we have outlined an example below.

1. Mark the boundaries of a rough area so everyone knows to stay in the zone during the game.
2. Go through each hand signal (there are eight below, but you don't have to use them all) with your group so everyone becomes familiar with them – going over each one at least twice is ideal.
3. Start by getting your group to warm up by moving around as if they are snorkelling under water. Whilst everyone is snorkelling around, shout out a marine species (e.g. shark) – everyone stops and makes the sign for shark, then starts snorkelling around again. You can play it like this, shouting out different species, for as long as you like.
4. You could also act out the marine animal and the group need to guess what it is by replying with the hand signal. Or, if you want to add a competition element, you could have individuals go head-to-head and first one to sign correctly gets a point.



Shark: Hold the side of your hand against your forehead



Shrimp: Point your index fingers upwards on either side of your forehead



Turtle: Place one hand on top of the other and rotate your thumbs



Seal: Make a clapping motion with both of your arms extended



Dolphin: Ripple and move your index finger to mimic the way a dolphin swims



Jellyfish: Move your hand while opening and closing your fingers like tentacles



Crab: Tap the fingers and thumb of both hands together, angled sideways



Lobster: Do a scissor-like motion with your index and middle finger, on both hands