

# Turbine Tig Instruction Sheet

## Game Instructions:

1. Find an open space you can run around in as a group – this can be by the coast, a grassy area in your local park, or an indoor space. Mark the boundaries of a roughly rectangular area so everyone knows to stay in the zone.
2. You are all seabirds on a Scottish island! Line up on one side of the hall/area. Flap your wings on the spot and make some bird calls to warm up! You could ask your group to choose what Scottish seabird they are.
3. You need to fly across the sea, from the island you are on to the island on the other end of the hall/area. Move safely to the other end of the hall/area, flapping your wings and calling as you go!
4. Once the group is now at the other end of the hall/area, tell them that their journey between islands has been interrupted – a wind farm has been built! Choose a small handful of children to be wind turbines. Turbines must be spread out around the middle of the hall/area – no two turbines should be close enough to touch each other. Children who are turbines must stand still with arms outstretched on either side – like a turbine, children can swing their arms gently from side to side.
5. The seabirds must fly back to the other island, dodging the gently swinging arms of the wind turbines! Wind turbines will try and tap a seabird gently on the shoulder. When this happens, the child moves to the other team and becomes a wind turbine – remember wind turbines can't be close enough to touch each other!
6. Tell the seabirds when to start each flight as a group. Seabirds should fly back and forward between islands (while flapping and calling!) trying to dodge as many wind turbines as they can until there are too many wind turbines and the game is over!

