

“Bear, Salmon, Mosquito”

“Bear, Salmon, Mosquito” is a fun game that can be used as a warm-up and deinhbitizer and later in the sequence it can make a good group problem-solving activity if framed correctly. The play area should be fairly large with 2 end lines and a dividing line in the middle (use a basketball court or some ropes/cones to make lines). This is a large version of Rock, Paper, Scissors. Teach the students to make the 3 different animals with their bodies.

- Bear: hands up high growling.
- Salmon: hands in front at waste height palms and fingers flat together making swimming motion.
- Mosquito: one hand in front of nose with index finger pointing out and making buzzing noise.

This game is like a food cycle. Bears eat (chase and tag) salmon, salmon eat (chase and tag) mosquitoes, and mosquitoes eat (chase and tag) bears. Divide students in half (that means two groups, please don't cut any students in half-safety first!). Each group must decide which of the 3 animals the entire group will be. Once they settle on an animal, the group is to line up facing the other group lined up about 2 feet from the center line. You say 1, 2, 3, GO! The students make their respective animals while looking at the opposing group. When they see the other group, they determine whether they are to eat (chase and tag) the other group or if the other group is to eat (chase and tag) them. The goal is for each group to win members from the other group. Students that are tagged before reaching the end line behind them must join the opposing team.

Suggested Debriefing/Reflection Questions:

- What did we do well in playing this game?
- What would make this game go more smoothly?
- What was the hardest part of the game? Why?

