

SEA TURTLE SURVIVOR OBSTACLE COURSE/TAG GAME

Purpose:

Sea turtle hatchlings have to make it across the beach (crawling on hands and knees) avoiding Ghost Crabs (who will crab walk – on hands and feet, body facing up) and Seagulls (who will ‘fly’ back and forth across the beach zone). While crossing the beach, hatchlings must crawl under a beach chair (actual chair or kid(s) posing as a chair) to get to the water.

Once in the water, Sea Turtle hatchlings may stand up. Their goal is to get across the “water” to the “beach” on the other side, without getting tagged by the Grouper, Mahi Mahi, or Tiger Sharks. Each fish type has a water area and must stay within the boundaries. Sargassum (who are stationary) are their SAFE ZONE for each water area. Turtles cannot stay at the Sargassum for more than 10 seconds. A sea turtle can get tagged 3 (three) times before being removed from the game. To make refereeing the game easier, leaders can choose to put sea turtle hatchlings in flag football belts with 3 flags.

Players: (numbers based on 25 players)

Sea turtle hatchlings (8)

Ghost Crabs (3)

Seagulls (2)

Beach chairs (have players act as chairs for turtles to crawl under, or have actual chairs) (3)

Grouper (2)

Mahi Mahi (2)

Tiger Sharks (2)

Sargassum (3)

Setting:

Large open space

Parameters:

See figure for set-up example. Use physical method such as cones, tape, jump ropes, etc. to show boundary lines.

