

THE BAG DADDY ACTIVITY PACK #ALONGFORTHEJOURNEY



HELLO PARENTS!

At Bag Daddy we love to try and find new ways to bring creativity into our business. We also importantly want to be creative in how we support parents. We know how hard it can be being a parent and thinking of ideas to entertain small people. Here is an activity pack that we have put together to help get out and about and enjoy some quality family time together.

Simply look down the list below and pick an activity and enjoy.

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SER	GAME/ACTIVITY	REQUIREMENT	DESCRIPTION
1.	Nature Walk Bingo	 Printer Laminator (optional) Pens 	Get out on a walk and be the first to find everything on your sheet. The first person to find everything calls "bingo" and is the winner.
2.	Colour Hunt	 Paper bag or simple a piece of paper Colouring pencils or felt tip pens 	Another game for a walk and to get everyone out of the house. Simply put a number of coloured blocks on a piece of paper or on a paper bag. Everyone is set to find items that match the colours. It must be exact and first to match the colours wins!
3.	Bag Daddy Tag with a twist	 Rubber bands or bracelets. Each player required six of a different colour. 	This fast-paced game gives traditional tag a colourful twist and is a game of tactics. You'll need several sets of rubber bracelets or bands, one colour for each player (so for six players, you'll need six red, six blue, and so on). One player is chosen to be "It." At "Go," players start trading their bands, trying to collect one band of each colour. 'It', meanwhile, tries to tag a trader. When they do, the trader must trade a bracelet with them and becomes the new 'It'. The first player to collect a bracelet in each colour wins.
4.	Memory Game on the Move	• Index cards and cones/ objects numbered 1-9	This fast-paced outdoor game for kids, based on a simple sprinting drill, exercises bodies and minds!

NATURE WALK BINGO – A FUN WAY TO MAKE A WALK INTERESTING FOR YOU AND THE KIDS!

You will find three Bingo Cards attached on the next few pages.

Directions:

- 1. Just print them out and laminate (optional) in order to make them last longer. If you do laminate them, you can use a Dry Erase marker to cross off or tick each item that you see in nature for a reusable game of fun.
- 2. To make the game more interesting set a time limit or swop the cards over a number of times.
- 3.We have included a blank sheet for you all to draw in your own designs before you head out on some fun walks. This will enable you to adapt the game as you want!

SOME EXCELLENT WALK WEBSITES:

- National Trust, Britain's 100 favourite walks: https://www.nationaltrust.org.uk/features/ celebrating-britains-100-favourite-walks
- The outdoor guide, Britain's 100 favourite walks: <u>https://theoutdoorguide.co.uk/britains-favourite-</u> walks/
- The guardian, 20 superb UK walks: <u>https://</u> <u>theoutdoorguide.co.uk/britains-favourite-walks/</u>
- ITV Britain's Best Walks: <u>https://www.ramblers.</u> <u>org.uk/go-walking/itv-britains-best-walks.aspx</u> (This gives Ramblers Routes is an online library of over 3,000 inspiring routes for walkers to follow across the UK)

NATURE WALK BINGO CARDS





NATURE WALK BINGO CARDS





COLOUR HUNT – A FUN WAY TO GO FOR A WALK AND EXPLORE COLOURS!

Directions:

- 1.Write "Colour Hunt" on the top of your white paper bag or piece of paper.
- 2.Choose the colours you want the children to hunt for and use your felt tip pens to scribble small squares onto the front of the bag or paper.
- 3.Pass out the bags or sheets of paper with the colours on. Let the children have fun by finding items that match the colours on their bag or paper. When everyone is finished you can do a show and tell and see how close everyone got to finding items with the right colour.
- 4. Make it a competition by timings the children or using a scoring chart based on the match of colour of item to coloured blocks on the paper or bag.
- 5.Remember to return natural items where possible and play as many times as you like!



TAG WITH A TWIST

Directions:

- 1. Each player gets six different colour bands.
- 2.One player is allocated to be 'it.'
- 3.On go all players, who are not 'it,' must avoid being caught but can trade bands. 'It' will try and capture a trader and if they do they can claim a band of a colour of their chose. However, who ever gets caught is now the 'It.'
- 4. The game ends when some has all the bands or bracelets of one colour either through trades or by being 'It.

This is a game of tactics and fast paced running about!



MEMORY GAME ON THE MOVE

A game for active children with active minds!

- 1. The Setup: On index cards, write down various sequences of at least five numbers (such as 1, 2, 7, 4, 9). Gather nine numbered cones or simply use a marker to number milk cartons or other boxes. Place the cones in an open area, spacing them several feet apart.
- 2. The Challenge: Two players stand at a designated starting line. One is the caller and the other is the runner. The caller draws a card from the deck and announces the first number in the sequence. The runner runs to that numbered cone, tags it, then runs back to the starting line. The caller then yells out the first two numbers on the card, and the runner must tag both cones, in order, and return. Play continues in this manner, with the runner memorizing the sequence and tagging cones, until all the numbers have been called out. Then the caller and runner swap places and continue with a new card from the deck.
- 3. The winner: The winner who does the sprinting quickest but penalties can be imposed for getting the order wrong. A penalty could be start again if you get any sequence wrong or an extra sprint back.



