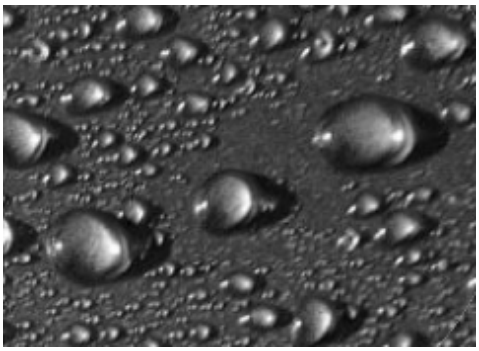
ERSTELLT VON
Irmgard

ON
11.04.2014

★ ★ ★ ★ ★
Keine Stimmen

Drinnen: Wenn's regnet



Schon wieder Regen? Das geplante Geländespiel fällt buchstäblich ins Wasser. Jetzt muss noch letzter Minute ein attraktives "Drinnen-Programm" erarbeitet werden. Zum Thema "Sinne" stellen wir hier einige Spielideen für drinnen zusammen.

Surprise package
Sense of touch

Preparation: An object (or several) is wrapped in layers of fabric and/or paper.

Game: The children sit in a circle. The parcel is then passed round. Each child is allowed to unwrap one layer and make a guess as to what might be hidden inside the parcel. Shaking and tapping are not allowed. The young scouts must rely solely on feeling with their fingers to find the answer.

Duration: 3 to 10 minutes per round.

Slot games
Sense of sight, sense of hearing, sense of touch

Preparation: Gather together various objects (by theme):

Game: The children are shown around 10 to 20 objects for two minutes. Once the objects have been covered up, the children try to write down as many as possible from memory.

Variations: Distinctive sounds can also be played, or strongly scented objects (perfume, onions, coffee beans, tea, etc.) can be passed around.

Duration: 10 minutes.

A different take on 'Pictionary'
The sense of touch in the feet

Preparation: Gather some packing paper, felt-tip pens and cards with various object names.

Game: Form groups of about five children. Each group chooses one child. These children are shown a card at the same time bearing the name of an object (or, for older children, an activity). When the signal is given, they start drawing – using only their feet! Which group can guess the drawing first?

Duration: as desired.

In a flash
Sehsinn

Preparation: none

Game: The children sit in a circle. One child is sent out of the room. Two children quickly swap an item of clothing (a shoe, a jumper, etc.). The child waiting outside is called back in and must now work out what has changed.

Variations: Seats are swapped. An item is chosen from a pile of clothes and put on one of the children sitting in the circle.

Duration: as desired

Sound Memory
Sense of hearing

Preparation: Fill film canisters with various materials: sand, stones, shells, bells, rice, peas, an empty canister, cotton wool, water, etc. – always in pairs.

Game: The children look for two identical tins.

Variations: The game can also be played in groups. Paint buckets, for example, can be used as containers.

Duration: 10 to 30 minutes

Sound Search
Sense of hearing

Preparation: Same as above

Game: Each child is given a film can. They must now find the partner with the same contents. Once they have found each other, they must remain quiet so that the other pairs can also find each other. This game can be used to form pairs.

Duration: 10 minutes

Home telephone

Hearing

Preparation: Write down individual words in Morse code. Game: The children search the house for heating pipes or walls that carry sound and use them to transmit the Morse code messages. Which pair of children can find the longest distance and correctly decode the message?

Duration: 15minutes

Sound Search
Sense of hearing, sense of smell

Preparation: none

Game: An alarm clock or a music box is hidden in the room. Once the children have entered the room, they are told exactly what they need to look for. Who will find the alarm clock first?

Variations: Several different sound sources can also be hidden, with the children having to find a specific one. Instead of sound sources, a strongly scented aroma stone could also be hidden.

Duration: 3–5 mins per round

Detective
Sehsinn

Preparation: none

Game: Oneplayer is chosen to be the detective and sent out of the room for a short while. In the meantime, a ‘culprit’ is chosen. As soon as the detective returns to the room, the culprit begins to make a movement. All other players copy this movement as quickly as possible. It is up to the culprit to decide how often and how quickly they change the movement. The detective must find the culprit as quickly as possible.

Duration: as long as you like

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Forum Kind 3/01. Indoors: When it rains – indoor play ideas on the theme of ‘the senses’, page 9

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Author:

Lori Keller, Youth Group Secretary at the BESJ

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