

# Mapper's Mime



## Objective

A competitive and cooperative physical activity which requires teams to work together.



## Equipment

- Blank Control Markers
- Customisable Map
- Notepads and pens



## Preparation

- Prior to the activity prepare your customisable map by adding 10 blank marker numbers onto it.
- Prior to the activity, place the blank markers around the school site referring to the map.
- Add unique information onto the markers which teams will need to act out (this can be something related to Outdoor Learning such as a tree) and keep an answer sheet handy.
- Split the children into teams of 6.
- Provide teams with a starting point in the centre of the area.
- Provide teams with a customisable map, notepad, and pen.



## Instructions

- On go, a pair from each team will run to a blank marker which will reveal a word or phrase to act out.
- The pair must then run back to their team and act out the word/phrase using Charade actions.
- If the team guesses correctly what it is, the next pair in the team can run to a different marker.
- This is repeated until a team has done all 10 words/phrases from the blank markers.
- Remind children to write their answers down to check at the end.



## Other information

- Reduce or increase the number of markers used for difficulty levels.

