

Vanish

Description/Instructions:

Vanish is an adaptation of the popular game of hide and seek.

- One child is chosen to be the seeker.
- The others gather around the seeker.
- The seeker closes their eyes and shouts 'go'.
- The hiders have a set amount of time to hide themselves. Between 3 and 10 seconds should suit most sites.
- Once the time is up the seeker shouts 'stop' and the hiders have to stop where they are. They cannot move for the rest of the game.
- The seeker then has to spot the hiders. They can turn around on the spot but cannot move.
- The seeker may be able to see someone but may not be able to see who it is so can describe them i.e. 'the person in the blue top'.
- At any point the seeker can call out '1,2,3 come to me' and all hiders have to reveal themselves and make their way to the seeker.

How could this activity be adapted for different learners?

- Different lengths of time to hide.
- When found a child can join the seeker to try to spot the others.
- Camouflage or hi-vis jackets could be used to make it easier or more difficult to hide.

What tools or equipment are needed?

- Camouflage or hi-vis jackets if appropriate.

What themes or topics could this activity support?

Senses – listening. Being still.

What areas of development could this activity support?

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| <input checked="" type="checkbox"/> Communication, Language and Literacy | <input type="checkbox"/> Problem Solving, Reasoning and Numeracy |
| <input checked="" type="checkbox"/> Physical Development | <input type="checkbox"/> Knowledge and Understanding of the World |
| <input type="checkbox"/> Personal, Social and Emotional | <input type="checkbox"/> Creative Development |