

AGENT TRAINING

- You never know when you might be ambushed by a sneaky yeti hunter! Practise these moves by shouting them in a random order.
- Once your agents have got the hang of the actions , ask the last agent to carry out the move to step out of play until you have a winner.
- Increase the difficulty by giving your agents a string of actions in sequence.

YETI HUNTER (Hide by crouching into a ball)

MOUNTAIN (pretend to climb upwards)

SCARE (star jump with loud roar)

LAVA (the floor is hot ... jog on the spot!)

NINJA (throw your best Ninja move)

RESCUE (Grab a partner)

STEALTH (move around the playground as sneakily as possible)

- RUN LEFT / RUN RIGHT / FREEZE

