

SECRET YETIAGENT PLAYGROUND FIELD TRAINING

Improve your Amazing Agent,
Spectacular Spy and Nifty Ninja skills!

GET SET YETI



YETI HUNTER

- Choose one child to be the yeti hunter with the rest of the class being yeti agents.
- The agents should start at one end of the playground and the yeti hunter at the other with their back turned.
- The agents slowly move forward, but must freeze when the yeti hunter turns around.
- If the yeti hunter turns and catches someone mid- movement they should be sent back to the start to try again.
- Whichever agent reaches the yeti hunter first gets to take a turn as the hunter.



SILENT STUNNER

- Choose two agents to be INVESTIGATORS.
- With the investigators' eyes closed and their backs turned, pick someone to be the SILENT STUNNER.
- The agents should then walk around the playground along with their classmates with the Silent Stunner winking at people to freeze them, trying to avoid letting the investigators catch them in action.
- The aim of the game is for the class to be as sneaky as they can without the investigators working out the Silent Stunner's identity.



TEAM TRAIL

- When on a mission, yeti agents need to leave as few clues as possible to remain incognito.
- When out as a team the agents mimic each other's movements exactly, and step in each other's footprints to make sure they only leave one trail.
- Split your class into groups of and give each group member a chance at taking the lead position. The rest of their team should mimic their moves exactly stepping in their footprints as they move across the playground.



YETI BALL

- Choose a trainee yeti agent to take a small ball and turn their back to the class.
- The trainee should then throw the ball high over their shoulder (without looking) for one of the other players to catch or pick up.
- All of the other players should then put their hands behind their backs so that the agent who threw the ball doesn't know who's holding it.
- When the agent who threw the ball turns around, everyone should chant:

Yeti Agent, who has got the ball?

Are they short or are they hairy?

Are they bald or are they tall?

You don't know, because you didn't see it fall.

- The chosen agent then has to guess who has the ball in one try, if they guess right they earn another turn.



RED LETTER

- Pick an agent to be MISSION CONTROL then stand them at the far side of the playground.
- Mission Control should then shout out random letters, one at a time, and any agent whose name contains that letter should take a step forward.
- If Mission Control shouts out 'RED LETTER' anyone who's name contains the next letter they choose should take 2 steps back.
- It's best to limit the number of 'red letters per turn to cap the duration of each game.
- The winning agent is the first to reach Mission Control.

RED LETTER

E



PASS THE PASSWORD

- Line up your class in teams of five pupils.
- Give the first member of each team a password, then ask them to pass it down the line in a whisper.
- The last member of each team should repeat it back to you, where you judge which team worked together best and which team was the closest.
- First team member should go to the back of the line, and so on, after each turn.

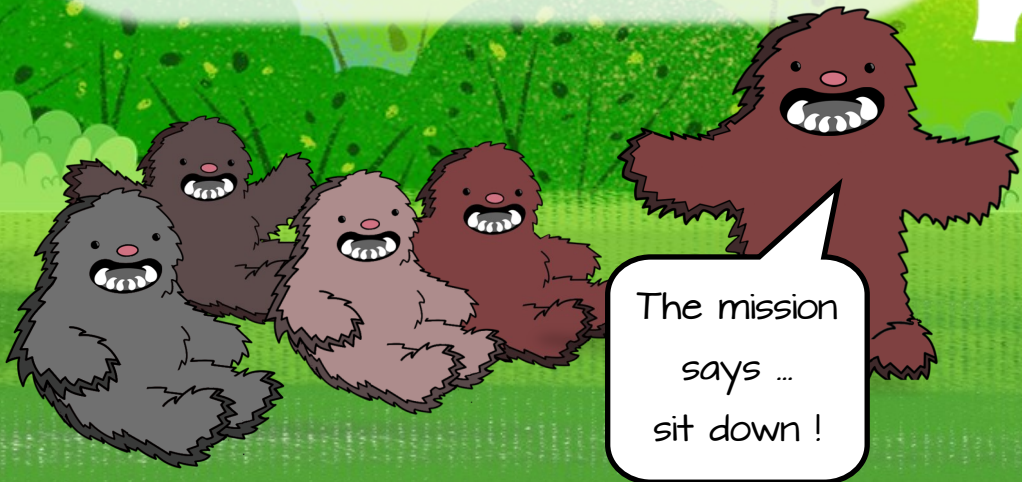
Passwords:

1. The purple squirrel dyes his tail with beetroot.
2. Mrs Brown likes to eat pickle and banana sandwiches.
3. Many snakes like numbers, but only some are adders.
4. The robin flew to Spain with EasyJet.
5. The sheep enjoyed a game of bingo eating chocolate.



THE MISSION SAYS

- Think of a list of simple things to do in your playground and tell your agents to listen for THE MISSION INSTRUCTIONS.
- Use actions such as run / hop / skip / walk backwards / etc to specific places.
- Shout out random actions, but tell your agents they must only carry out the instruction if you say ‘The mission says’ first. Try to catch them out!
- The difficulty can be increased by combining a string of instructions together or by shouting “The Mission says FREEZE!” No one should move no matter what you say next until you shout, “The mission says UNFREEZE”
- Once a player is ‘out’ they should stand out of play. Carry on until there’s a winner.



RUNAROUND

- Designate one corner of the playground as YES and one corner of the playground as NO.
- Test your class on Growth Mindset or other knowledge by asking with your agents a simple question.
- When you shout RUNAROUND, your pupils should run to either the YES or the NO corner of the playground in response.
- Agents with the wrong answer should stand out of play until you have a winner.



FREEZE RAY TAG

- Pick a few yeti agents to be given invisible FREEZE RAYS.
- These agents should then chase the rest of the class and freeze them by touching their arm and shouting, “Freeze!”
- The frozen agents should stay unmoving in place until another agent touches them and shouts, “Melt!”
- Can the agents with Freeze Rays work together to freeze their whole class?



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



GIGGLE TIG

Agents need to remain calm under pressure. This game will help you practice!

- Choose five agents to become 'Giggle Tiggers'.
- Encourage them to work together to catch the other members of their class.
- If they can make them laugh within ten seconds of being caught, they must become a Giggle Tigger too.
- If you play regularly, you could keep track and try to set new records for the most 'Giggle Tiggers' created in a given time limit.



TWISTY-TURNEY TEAM TRUST

Secret Yeti Agents need to be able to trust the other members of their team with their safety.

- Draw a long winding line or circle on the playground adding lots of strange angles (or multiple lines if you have a lot of agents in your class.)
- Put your agents into pairs and ask them to take turns to close their eyes and be guided round the course by their partner.
- The guide agent should try not to touch their partner, but instead try to guide them giving spoken directions.

