

The Sheep Game

For this game you will need:

- One person to be a shepherd. They should have a whistle or something else to make a noise with. If not, they can just shout...
- One person to be a sheep dog. They need to be blindfolded
- Something to be a sheep. This should be easy to carry and fairly large, e.g. a large cuddly toy or a cushion
- Something to be a field. This should be a fairly large space with some obstacles in it. The obstacles could be gates to walk through or a slalom course. They can be made with whatever you have to hand. There should also be a "sheep pen" which could be a large tub or basket, or an area marked on the ground.

Rules

- The sheepdog and the shepherd start next to each other, the sheep starts at the other end of the field
- The shepherd cannot move from his starting point. He must direct the sheepdog to move up the field, pick up the sheep, carry it through the obstacles and finally put it in the pen
- However – the sheepdog is blindfolded and cannot see! The shepherd must guide the sheepdog and communicate with him using only the whistle. Before they start, the shepherd and the sheepdog need to agree a way of communicating....

Communication Rules

MOVE FORWARD = Short
blows

STOP = One long blow

TURN = Short then long blows

PICK UP or PUT DOWN =
Long then short blows

Important safety rule:

If someone shouts STOP,
you must STOP.