



# LIGHTNING, THUNDER AND RAIN



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## **Objective**

The game challenges the children's working memory in that they must remember where to run in response to different weather forecasts. The children then act as quickly as possible according to the forecast. By gradually adding more rules, the game can be made extra challenging.

## **Equipment**

No equipment required.

## **Instructions**

1. Which side of the play area is to be lightning, rain and thunder is agreed in advance.
2. The adult or a child is the meteorologist and decides what the weather will be.
3. The meteorologist shouts out the weather types. For instance, "Today, I forecast rain."
4. The children then run quickly to the area corresponding to the weather forecast.

## **Variation**

- One variation of the game is 'Helicopter Trip: Here the location of the different places is decided in advance. The children fly around freely on the floor like a helicopter and the adult shouts: "The helicopter is landing in i.e. London," and all the helicopters shall then fly (run) as fast as they can to the agreed place for London.
- The game can also be varied by moving around in other ways, for example, by jumping, hopping, jumping sideways, etc.