

## Migration of the ducks

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**Category** Game  
**Type** Relay game  
**Time to allocate (mins)** 10

Each Six helps their duck family migrate from the pond to the winter wetlands while avoiding pollution and dangers along the way.

- Cones or markers (to create a route)
- Hoops or chalk circles (ponds / rest stops)
- Blue cloth or paper (water areas)
- "Pollution" items: paper balls, plastic bottles, wrappers

Create a relay course with:

**Instructions**

- Starting Pond
- Clean Water Zone
- Polluted Area
- Rest Stop
- Safe Wetlands (finish)

Each Six lines up at the starting pond.

First Cub waddle like a duck (heels together, toes out) through the course.

In the pollution zone, the Cub must pick up one piece of pollution and place it in a bin

The Cub runs back and tags the next Cub.

Repeat until all Cubs have gone.

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