



Safe Place Game

Equipment required

- Hula hoops or floor mats
- Whistle

Before the game

1. Spread hula hoops or mats around the game area to represent the animal habitats.

To play the game

1. Explain that animals use their habitats as a refuge to keep them safe from predators.
2. Encourage learners to run around the game area acting as if they are feeding.
3. When the whistle blows, this means danger. All the learners must get to the safe habitat before the whistle stops.
4. Anyone who hasn't made it into the safe areas are out and have to sit on the side.
5. In every round, mats / hula hoops are removed, making fewer safe places and further apart.
6. The effects of habitat loss can then be talked about and learners can discuss how much harder it was to get to safety as the habitat disappeared.