

Sun Beats Rain



Shuffle the cards and place them face down.

Both you and your partner choose a card (sun, rain, frost, cloud, wind). Keep them hidden.

This is a game for pairs. Photocopy the symbols on page 31 onto card, cut them out and laminate them. You will need two sets of weather symbols for each pair.

On the count of three, reveal your cards.

The power of each card is as follows:

Sun dries rain, sun melts frost.
Rain warms frost, rain shrinks cloud.
Frost chills wind, frost freezes cloud.
Cloud hides sun, cloud dulls wind.
Wind blows rain, wind cools sun.



The winner scores a point.

Continue to play with different cards until one of you has scored ten points.

- The children will learn the status of the symbols quite quickly if you run through them several times together, chanting them as a verse.
- Hold tournaments with winners playing each other until there is a class champion.



Positive Press

Wet Playground Games by Jenny Mosley and Helen Sonnet (Pictures by Mark Cripps)

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