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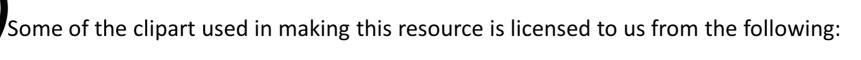
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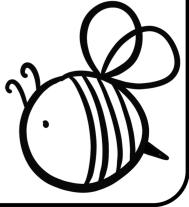
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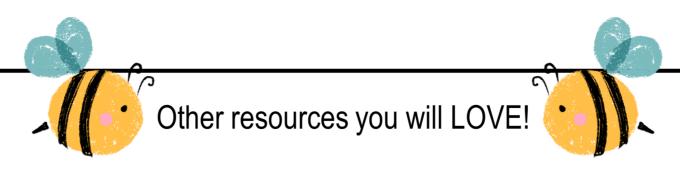


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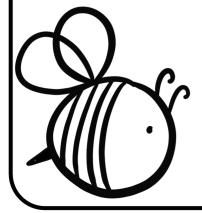






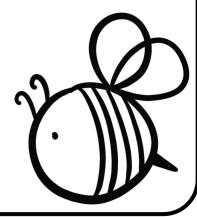
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Toke Node

This game is all about taking notice and pupils using their senses. What can they hear? What can they see? What can they smell? Being able to be in the present moment and practising mindfulness can be helpful for anxiety. Suitable for all ages of pupils from very young to teenage.

Instructions

What you need

- Counter for each player
- One die

How to play

Each player throws the die and the highest number goes first.

Throw the die and move that number of spaces.

If they land on a nose they must say something they can smell in the room. The other pupils must say whether they can smell it too.

If they land on eyes they must name something they can see in the room. The other pupils must say whether they can see it too.

If they land on an ear they must name something they can hear in the room. The other pupils must say whether they can hear it too.

The first player to reach the 'Finish' square is the winner.



