

84 Woodland game **Thicket**

Thicket is a game that we learnt on our bonding days at school. It was made up by Mr Moses, our teacher, and we love it and still play it nearly every time we go to the woods. All you need are three or more enthusiastic hiders, and one ruthless hawk (not a real one!) Here's how to play:

Nominate one person to be the hawk, and a certain space that he/she is allowed in (normally about 2m by 2m), called the nest. The aim of the game is for the rest of the people to hide, within set boundaries, while the hawk counts with his or her eyes closed. Once the hawk has finished counting he has to spot the hiders without leaving the nest.

But don't worry, it's not that easy! It is a race between the hiders, to see who can get to the hawk's nest first. They will have to keep swapping hiding places, gradually getting closer to the hawk's 'nest'. The game ends when, either someone gets to the nest, or everyone gets seen. The winner is the one who gets to the nest first, or the one who is last to be spotted.

You can make the game harder, by saying, for example, 'you have to peek your head out in the next five seconds' or 'you have to move hiding spots at least five times in this game'. You can similarly make it easier by saying things like 'the hawk is going to close his eyes for five seconds' or give the hiders 40 seconds to hide.

The best thing about Thicket is that it is really quick, so it is easy to fit in if you don't have much time. Here are some tips to help you have the best game of Thicket you can possibly have:

- *Make the 'nest' near a bench, rock, log or similar.*
- *Make sure you are playing in a place with lots of trees, bushes, rocks and hiding places.*

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