

YETI HUNTER

- Choose one child to be the yeti hunter with the rest of the class being yeti agents.
- The agents should start at one end of the playground and the yeti hunter at the other with their back turned.
- The agents slowly move forward, but must freeze when the yeti hunter turns around.
- If the yeti hunter turns and catches someone mid-movement they should be sent back to the start to try again.
- Whichever agent reaches the yeti hunter first gets to take a turn as the hunter.

