Meet-a-Tree

(Can you remember a tree without seeing it?)

Meet this tree!

To play, you'll need:

» Two players (a Seeker and a Leader)
» A blindfold
» A location with at least a few trees (the more the better)

How to play:

1. Pick a home-base, and start there. The Seeker puts on a blindfold.

2. The Leader secretly chooses a tree and then guides the Seeker in a confusing, zig-zaggy, indirect way to that tree. (Leader, pay attention to keeping the Seeker safe.)

3. The Seeker uses their senses (besides sight) to get to know the tree. (Seeker, consider questions like: *What's the texture of the bark? How big around is it? Where are the branches? How does it smell?*)

4. The Leader leads the Seeker back to home-base (again, in a tricky way, so the Seeker can't rely on directions to find the tree).

5. The Seeker removes the blindfold and tries to identify the tree they just met by visiting suspected trees and investigating them as they did while blindfolded. With each guess, the Seeker describes to the Leader why they suspect that tree.

6. Switch roles and repeat!

> **Leader, remember! Leading a blindfolded person** is a serious responsibility. The Seeker is depending on you to keep them safe.
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> If you both agree, physically holding on to each other is a good idea.
> Imagine you are the Seeker. Pay attention to their whole body.
> If they need to step over something, tell them how high they need to step.
> If they need to duck, tell them how low they should go. Take it slow.