

STAR WARS™ TRAIN LIKE A JEDI

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Tracking device hide and seek

- Choose a place or object on the playground to be the tracking device.
- Choose one person to be Captain Phasma. The others are Resistance heroes.
- Captain Phasma shouts 'go!' and counts to 20 with their eyes closed. All the others hide. Phasma then shouts 'I detect a rebel!' and goes to look for the others.
- Resistance heroes must get to the tracking device and disable it. But if Captain Phasma tags them first, they're out. The first person tagged is Captain Phasma next time.

Rose, Finn and BB-8 get onto the Supremacy to disable the First Order's tracking device. To do that, first they must sneak past Captain Phasma and all the stormtroopers.



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LET'S GO!

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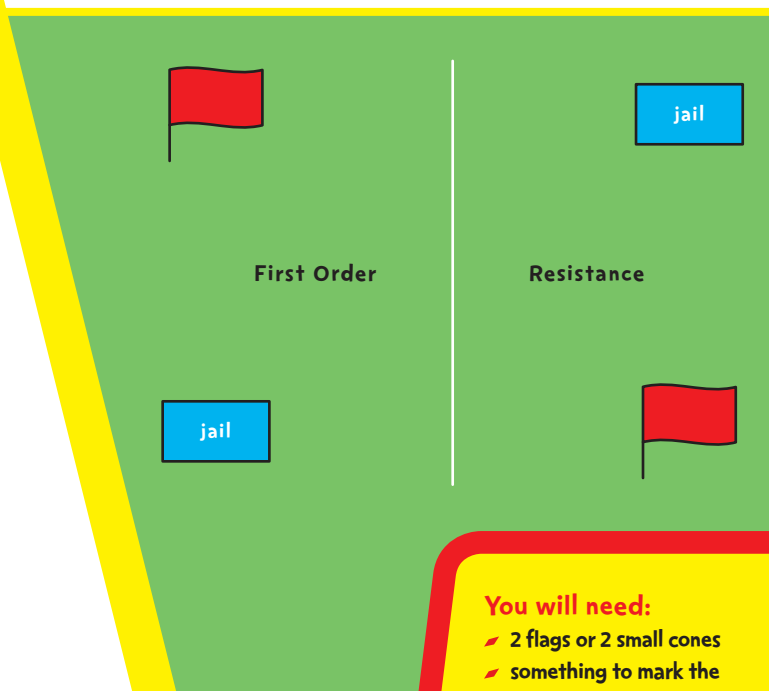
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Battlefield

- Divide your space into First Order territory and Resistance territory. Place a flag or cone at the far end of each territory. Create another area in each territory to be the 'jail'.
- Teams run into the opposite territory and try to steal their flag or cone. If you are tagged by someone on the other team, you must run back to the dividing line before you can try again.
- If you are tagged while you have the flag or cone, it goes back where it was and you go to the other team's jail! You can only be freed if someone from your team tags you.
- The first team to get the other flag or cone back to their own territory wins!

The First order and their ATATs face off against the Resistance in their ski speeders on Crait.
Who will come out on top?



You will need:

- 2 flags or 2 small cones
- something to mark the territories and jails

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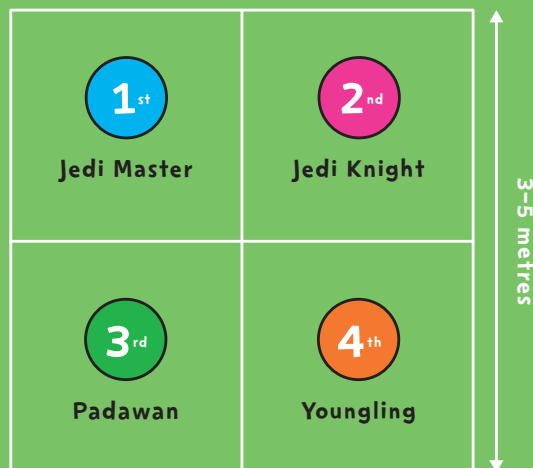
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Jedi 4 square

- Mark out 4 squares on the ground. One person stands in each square. The object of the game is to move up to the Jedi Master square.
- The Jedi Master starts with the ball and bounces it into another square. The person in that square must use their hands to hit it into another square. They are not allowed to catch the ball.
- If you miss the ball or hit it 'out', move down to the Youngling square. Everyone else moves up one square.



Jedi Master Luke trains Rey in the ways of the Jedi on Ahch-To. Can you work your way to the top too?



You will need:

- a rubber playground ball (about the size of a football)
- chalk to draw the squares

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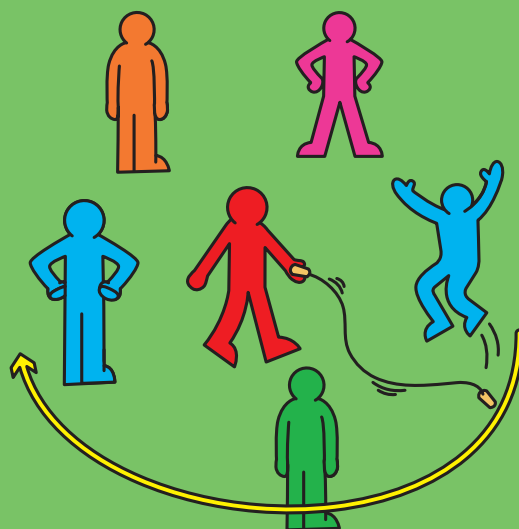
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Fathier training ring

- Stand in a circle. One person goes in the middle with a long skipping rope.
- The person in the middle slowly sweeps the rope in a circle close to the ground, and the rest have to jump over it, like a quick and agile fathier.
- If someone doesn't jump over it, they take the place in the middle.



Fathiers are like space horses that race in Canto Bight. They train all day to become fast and agile.



You will need:

- a skipping rope

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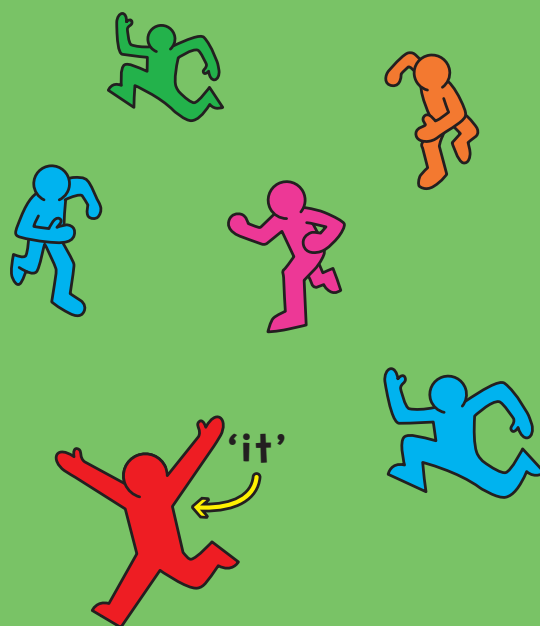
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Stormtrooper tag

- Choose one person to be Finn or Rose. This person is 'it'. They can run or move in any way they like.
- Everyone else are stormtroopers. They can only move by marching or running with their knees up.
- The stormtroopers chase after Finn or Rose.
- If they catch him or her, they swap roles.



Stormtroopers are the protectors of the First Order. Finn and Rose need to keep away from them if they're going to succeed in their mission.



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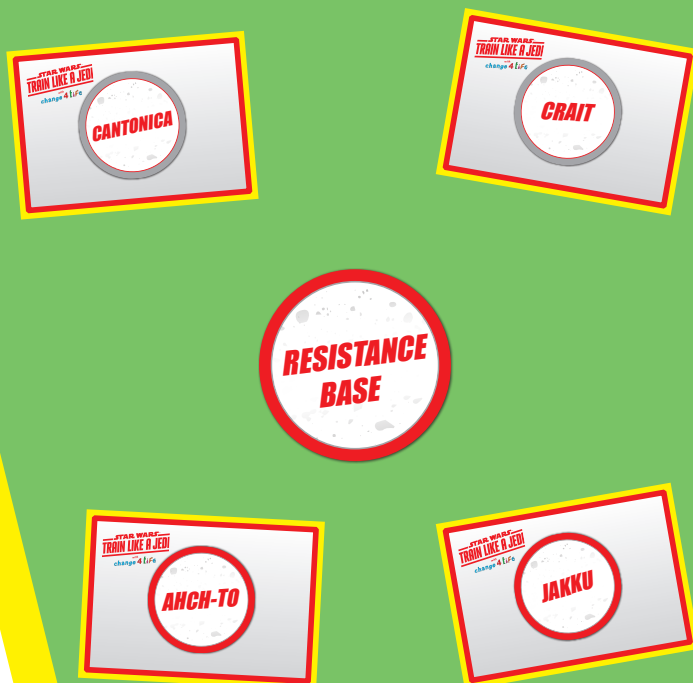
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Race across the galaxy (circuits)

- Print a sign for each of the following planets: Ahch-To, Crait, Cantonica and Jakku.
- Place each sign in a different area of the playground. Try to leave lots of space between them! Then choose a place to be your Resistance base.
- Get into groups. Each group starts on a different planet.
- Do the activity at each planet before returning to the Resistance base. Who can get back first?



You will need:

- printed signs for each planet
- sticky tack or tape to hang them

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Rey travels to Ahch-to to find Jedi Master Luke and start her training.

One person is the leader and does a Jedi training or dance move. The others follow. Then swap roles until everyone in the group has been the leader.



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CANTONICA

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**Rose and Finn have to
jump onto a space yacht
to escape Cantonica.**

Squat down and jump up high, or raise
your arms 10 times like you're jumping
onto the space yacht.



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CRAIT

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The First Order and
Resistance heroes face off
in an epic battle on Crait.

Hold your arms out and zoom
around like fighter pilots for
30 seconds.



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Rey comes from the
desert planet of Jakku.

March with high knees or pump
your arms 20 times like you're
stomping through the sand.



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**RESISTANCE
BASE**

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