

3.2 CREATIVITY

3.2.1 Reverse hide and seek

Brief description, and rules of the game

Instead of 1 person looking for everyone who is hiding, now only 1 person has to go and hide. The others have to go and find this person. When they know where that person is hiding, they should try to hide with that person unnoticed. The one who remains last is lost.

Skill focus

Primary Skill Focus

- Creativity

Complementary/Secondary Skill Focus

- Problem-solving
- Valuing people and nature
- Flexibility
- Emotional awareness, regulation and communication

Age group	Student number	Duration
6 -10 years old	At least 4 children	1 round = 10-20 minutes

How to play - brief game rules

Setup:

1. One person hides while the others count.

Gameplay:

2. Then everyone else goes to find that person.
3. When someone finds the hidden person, they join them in the hiding spot without saying anything.
4. The group in the hiding spot keeps growing.
5. The last person to find the hiding spot loses.

So, it's the opposite of regular hide-and-seek.

Winning the Game:

- In Reverse Hide-and-Seek, the winner is everyone who finds the hiding spot early and joins the group.
- The last person to find the hiding spot loses.

Indoor/Outdoor Classroom layout notes

Best Outdoor Environment for Reverse Hide-and-Seek

- Lots of hiding spots: bushes, trees, walls, playground equipment, corners of buildings.
- Clear boundaries: a defined area like part of a playground, garden, or park.
- Safety: avoid streets, water, etc.

How does this game develop the primary skill?

The game supports the development of creativity by continuously engaging children in original, flexible, and adaptive thinking. The child in the hiding role must choose a spot that is not obvious yet capable of accommodating multiple players, requiring the use of spatial imagination and the consideration of several possible solutions. The seekers must reflect from different perspectives on where their peer might be hiding, which promotes divergent thinking and the exploration of alternative possibilities. As players join the hiding spot, they must adapt to the constantly changing space and group size, reorganize the available area, and respond creatively to new constraints. Through this process, improvisation, flexibility, and collaborative creative problem-solving are strengthened, while children are able to experiment with different ideas and solutions in a safe, playful environment.

What do we want to achieve regarding primary skill development (student understanding and/or behaviour)?

As a result of the activity, learners:

- Generate multiple ideas for hiding spots rather than relying on obvious solutions.
- Demonstrate originality by choosing unusual, clever, or unexpected locations.
- Adapt their ideas when the situation changes, showing flexibility if their first solution does not work.
- Use spatial and social awareness creatively when joining a hiding group without drawing attention.
- Combine and refine ideas collaboratively to maximize how many players can share a hiding space effectively.
- Show willingness to experiment and take safe creative risks in a playful environment.

Suggested use, and practical examples

This game can easily be played during a (multi-day) trip to a park, forest, or similar outdoor area. For safety reasons, it should be played in a familiar and safe environment, such as a well-known park or playground. Young children (around six years old) should always be paired up or supervised by adults to prevent anyone from getting lost.

Materials and tools needed for implementation

None.

Guiding questions

Helping questions before the game:

- What would be a good hiding spot where several people could fit without being noticed?

Helping questions during the game:

(Only use if it doesn't disrupt the game, or in a second round)

- What can you do so that nobody sees you when you join the group?
- What can you do so that nobody sees you when you know where the person is hide and that you are going to the hiding spot?

Tips and Tricks for dealing with challenges

- **Challenge:** The child doesn't know where to look.
Tip: "Try looking carefully around. Check places where someone could easily hide, like behind trees, bushes, or playground equipment."
- **Challenge:** The child feels overwhelmed searching alone.
Tip: "You can work together with a friend. Team up and search different areas at the same time."
- **Challenge:** The child is rushing and missing clues.
Tip: "Move slowly and stay quiet. Listen carefully for sounds or movements—it will help you find them."
- **Challenge:** The child doesn't know where to start.
Tip: "Think logically. Where would the first player likely hide? Start near the starting point or maybe a little farther away."
- **Challenge:** The child keeps checking the same spots.
Tip: "Divide the area into zones. Check each zone one by one so you don't miss anyone."
- **Challenge:** The child isn't learning from others.
Tip: "Watch how other players hide or search. You can use their ideas to improve your own strategy."

Difficulty level tailoring

Beginners (6-7 years old):

- Audible cues: The hider whistles or calls out every 30 seconds (e.g., "Here!").
- Markers: Leave coloured ribbons or small objects along the path.
- Small, familiar area: Play in a fenced playground or a small grassy field.
- Teams: Children search in pairs to help each other.
- Hints: Give regular "warmer/colder" clues.
- No time pressure: Everyone can search at their own pace.

Advanced learners (8-9 years old):

- Audible cues: The hider may only make a sound once per minute.
- Markers: Fewer ribbons, only at the start and halfway.
- Larger area: Use a park or a play forest with clear boundaries.
- No fixed teams: Children search individually but can cooperate if they meet.
- Hints: Only one hint after 5 minutes of searching.
- Time limit: Set a 10-minute limit to find the hider.

Experts (9–10 years old):

- No sounds: The hider stays completely silent.
- No markers: No visual clues.
- Strict time limit: Maximum of 6 minutes to find everyone.

Debriefing and reflection questions

Helping questions after the game:

- Which hiding spot do you think was the best? Why?
- Did you see someone handle a tricky situation creatively? What did they do?
- How would you do it differently next time?

What would you change in the game to make it even more fun or exciting?