



This special edition of our Jigsaw Games pack aims to inspire children's love for stories and books through imaginative outdoor play. Designed for both primary and secondary school children, the pack is part of Jigsaw Education Group's 2025 partnership with World Book Day®. Many games are inspired by World Book Day's selection of £1/€1.50 books.

These games encourage children to express their thoughts about books they've read and enjoyed. The Jigsaw Games pack emphasises outdoor activities, providing opportunities for children to explore their surroundings using natural materials while engaging in fun, playful reading experiences.



Click here to explore even more engaging resources and support materials for the 'Read Your Way' theme, provided by Jigsaw Education Group.

Jigsaw Games 3-11

Hideaway Hunt

Favourite Book Treasure Hunt

Shadow Stomp!

Emotions in Motion

Tilting Trees

Story Stick

Jigsaw Games 11+

Fact or Fiction Trail Challenge

Design Your Own Reading Game Challenge

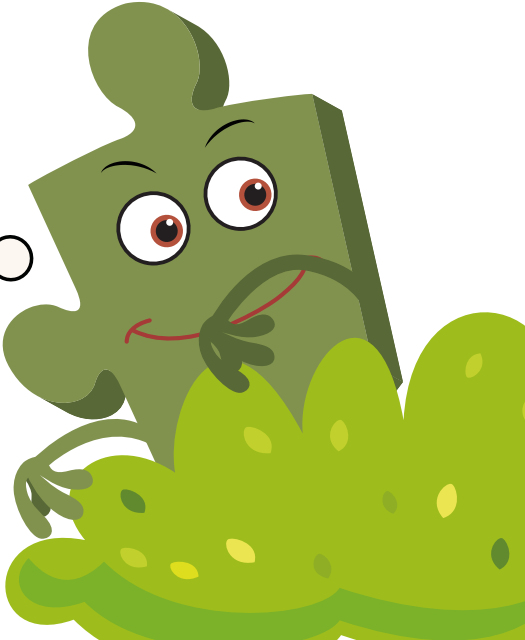
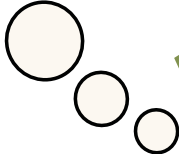
In partnership with

WORLD
BOOK
DAY

Jigsaw Games



Hideaway Hunt



Hideaway Hunt - Ages 3-11

Equipment	Optional: Chalk
Number of children	4 - 10
Social-Emotional and Physical Benefits	<p>Develops empathy by imagining being different characters.</p> <p>Encourages teamwork when 'characters' are caught from a chosen story to help find others.</p> <p>Practises self-control and strategic thinking when considering places to hide.</p> <p>Skills of balance, agility, and coordination.</p>
Set-up	<p>Children to select a book for the focus of this game. They can then choose to be characters from the story. They may like to create obstacles within their space to add an element of challenge. Use natural materials as part of the obstacle course (sticks, twigs, leaves, branches etc.).</p> <p>The children may also like to get in character as an animal such as a squirrel or rabbit. They could use this as a storyline to help them to complete the obstacle course with an aim in mind e.g. reaching a burrow.</p>
How to play	<ol style="list-style-type: none">1. The Leader counts to 30 while the other children (book characters) hide in the outdoor space.2. Each player must make a sound or movement related to their chosen character when the Leader is getting close.3. When found, players race the Leader back to the Base Area.4. If the player reach the Base Area first, they're safe.5. If the Leader tags them before reaching the Base Area, they join the Leader's team.6. The last player found becomes the new Leader for the next round.
World Book Day® 2025 £1/£1.50 Books for Inspiration	<p>This game could be themed using story elements from any of World Book Day's £1/£1.50 books. Children may like to pretend to be a character featured in a book of their choice.</p>
Other ideas	<p>To enhance the game further, the children hiding (characters) could have a specific time in their hiding spot (e.g. 60 seconds). If they haven't been found, they must find another hiding spot without being spotted.</p>

Favourite Book Treasure Hunt

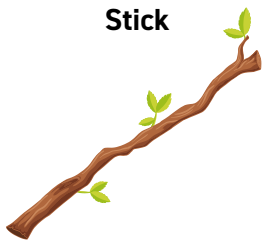


Jigsaw!

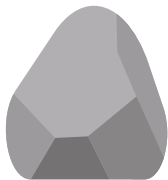
Favourite Book Treasure Hunt - Ages 3-11

Equipment	A book (chosen by the children). Optional: Washable markers, visual cards. Natural resources: sticks.
Number of children	Two Teams of 2 - 6
Social-Emotional and Physical Benefits	Teamwork, collaboration, creativity, problem solving, planning. Developing skills in running, climbing, balance and fine motor.
Set-up	Each team to choose and decide on one book they all know and enjoy. This could be fiction or non-fiction. Children may choose a book from the World Book Day £1/£1.50 selection. Select 5 – 6 key aspects of the story which are represented as 'Hidden Treasure' using natural materials. These objects could be related to a character, event, emotion or a place. For example, a feather may represent a soft blanket, a pebble could represent a doorknob. Hide the 'Hidden Treasure' items around the outdoor space. Print out the optional nature cards (for clues). Designate a starting point marked with a stick pyramid.
How to play	<ol style="list-style-type: none">1. Divide children into small teams (3-4 per team).2. Each team starts at the stick pyramid and receives the first clue from the prepared clue cards.3. Teams to solve how the clue could link to an aspect of their chosen story and find the location of the Treasure.4. At each location, teams find a treasure item and the next clue.5. Teams must collect all treasure items and solve all clues to finish.6. The first team to return to the starting point with all items wins.
World Book Day® 2025 £1/£1.50 Books for Inspiration	'Who's in Acorn Wood?' by Julia Donaldson and Axel Scheffler, published by Macmillan Children's Books This game could be themed around using story elements from World Book Day's £1/£1.50 books by using key features from the story and objects which are key to the storyline.
Other ideas	Some clues could involve using shadows cast by materials like sticks to reveal hidden messages. Instead of using printed clues, these could all be given verbally. The hunting team could return to the stick pyramid each time they find a clue, and the team setting the clues could take turns to give the next clue, reducing the number of clues each person must remember. For older children, the Treasure Hunt could be designed to follow a particular story, path or process in the book.

Stick



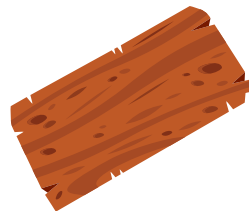
Stone



Leaf



Bark



Feather



Pebble



Grass



Moss



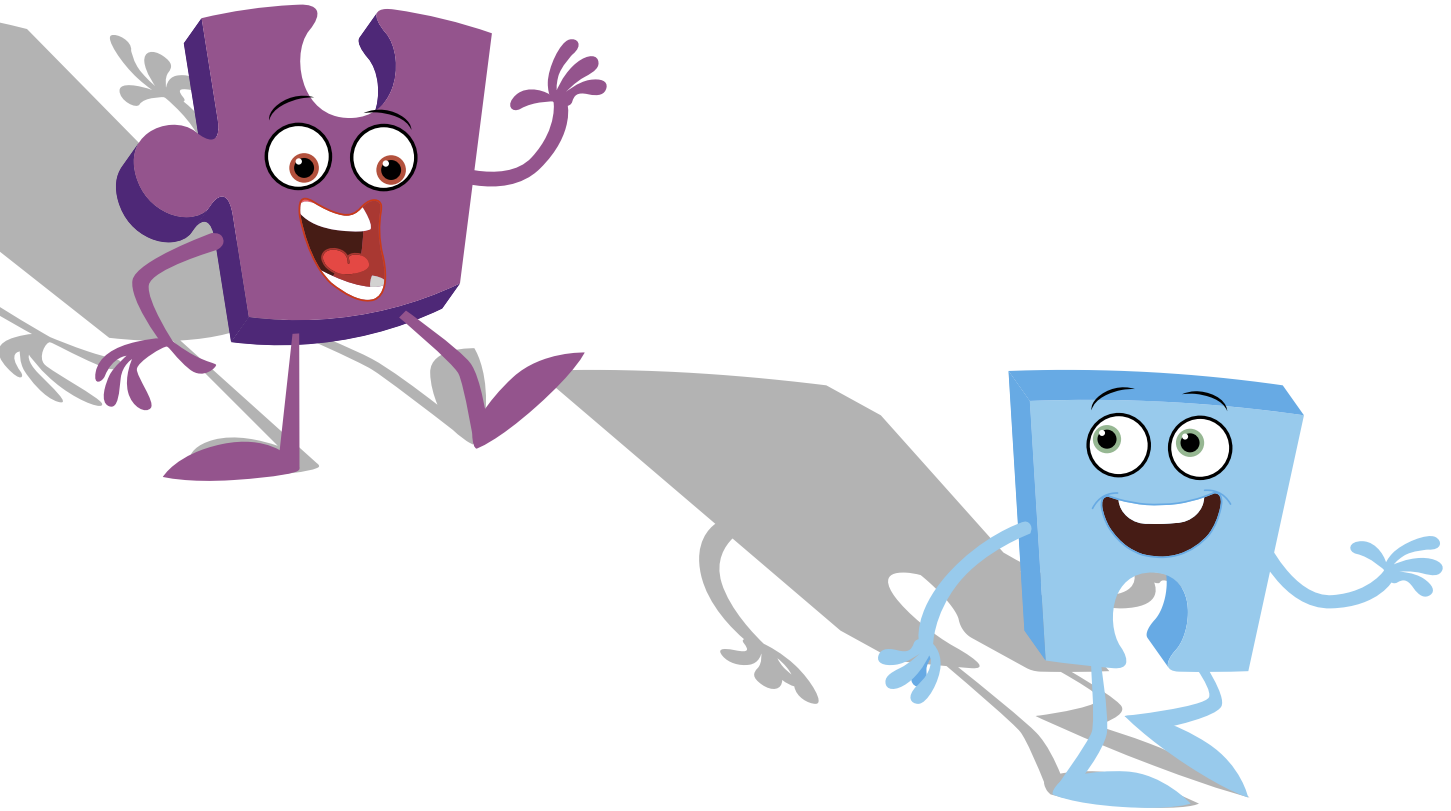
Acorn



Pinecone



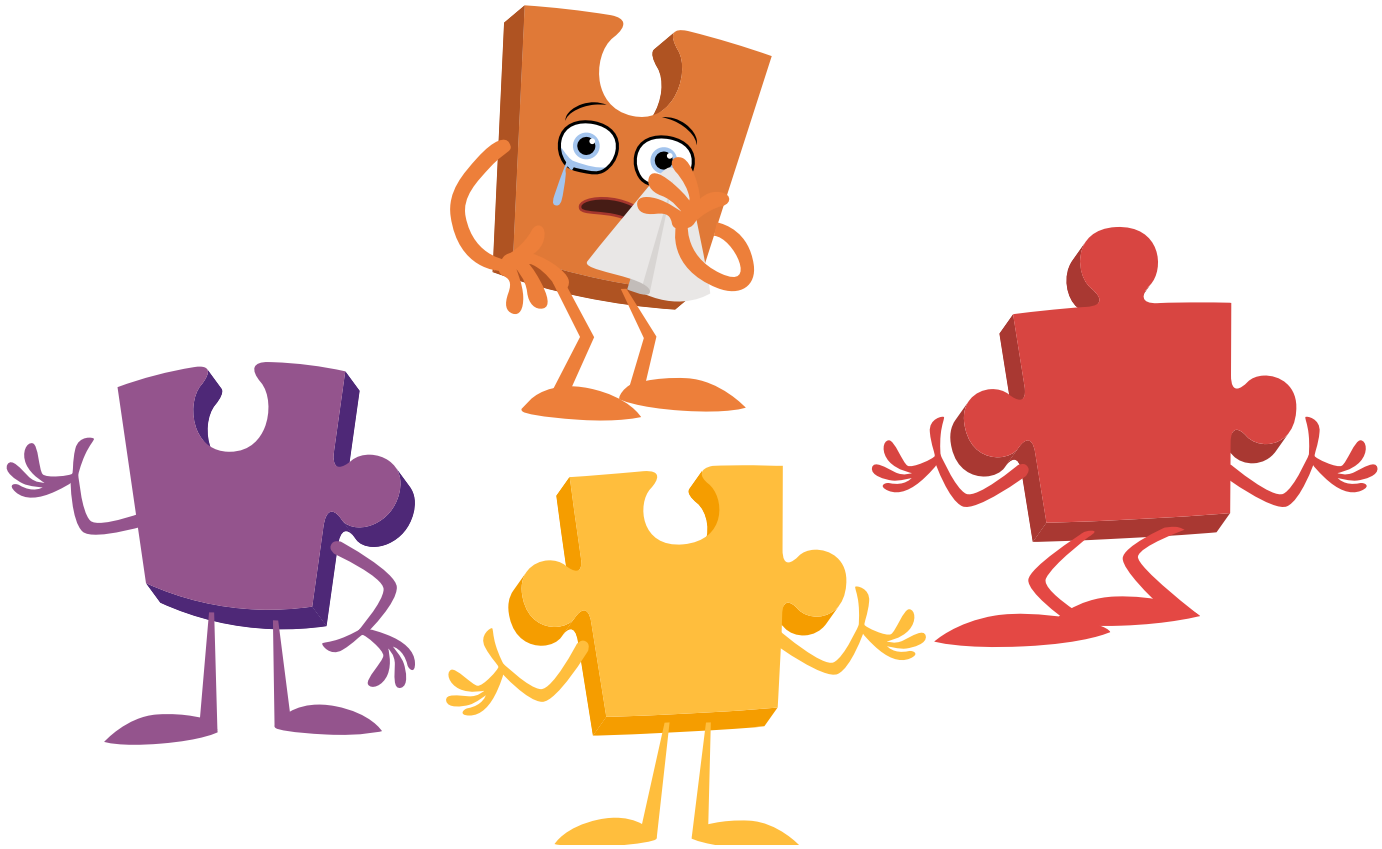
Shadow Stomp!



Shadow Stomp! - Ages 3-11

Equipment	Optional: Chalk
Number of children	4 - 10
Social-Emotional and Physical Benefits	<p>Develops awareness of personal space and body positioning.</p> <p>Encourages creative thinking in how to use shadows.</p> <p>Promotes inclusion as children can participate in a way that is accessible to them.</p> <p>Builds problem-solving skills in finding ways to avoid being tagged.</p> <p>Developing spatial awareness, agility.</p>
Set-up	<p>Choose an open area with good sunlight.</p> <p>Designate one or two 'shadow-free' safe zones using chalk.</p> <p>Select one or two children to be the 'Shadow Catchers'.</p> <p>Other children are 'Shadow Runners'.</p>
How to play	<ol style="list-style-type: none">1. Shadow Catchers try to step on or touch the shadows of the Shadow Runners.2. If a Shadow Catcher touches a Runner's shadow, that Runner is 'frozen'.3. Frozen Runners must stand still, but can be unfrozen if another Runner overlaps their shadow with the frozen Runner's shadow.4. Runners can use the 'shadow-free' zones to be safe, but can only stay for a maximum count of 10.5. The game continues for a set time (e.g. 5 minutes) or until all Runners are frozen.6. Last Runner(s) to be frozen become the new Shadow Catchers in the next round.
World Book Day® 2025 £1/€1.50 Books for Inspiration	<p>'The Wolf Trials' by Kiran Millwood Hargrave, published by Hachette Childrens Group</p> <p>This game could be themed around using story elements from World Book Day's £1/€1.50 books by using key features from the story.</p>
Other ideas	<p>For cloudy days, use flashlights to create shadows.</p> <p>This game could be themed around other shadow-based stories that pupils enjoy like 'Peter Pan' and 'The Dark' by Lemony Snicket.</p> <p>Add obstacles that cast interesting shadows for more challenge.</p> <p>For older children, require specific shadow overlap patterns to unfreeze (e.g., head-to-head, hand-to-hand).</p> <p>Children could shout out 'Shadow Stomp' when they catch someone, so it is clear when a child is tagged from behind.</p> <p>They may like to also shout 'Shadow Release' when they free someone.</p>

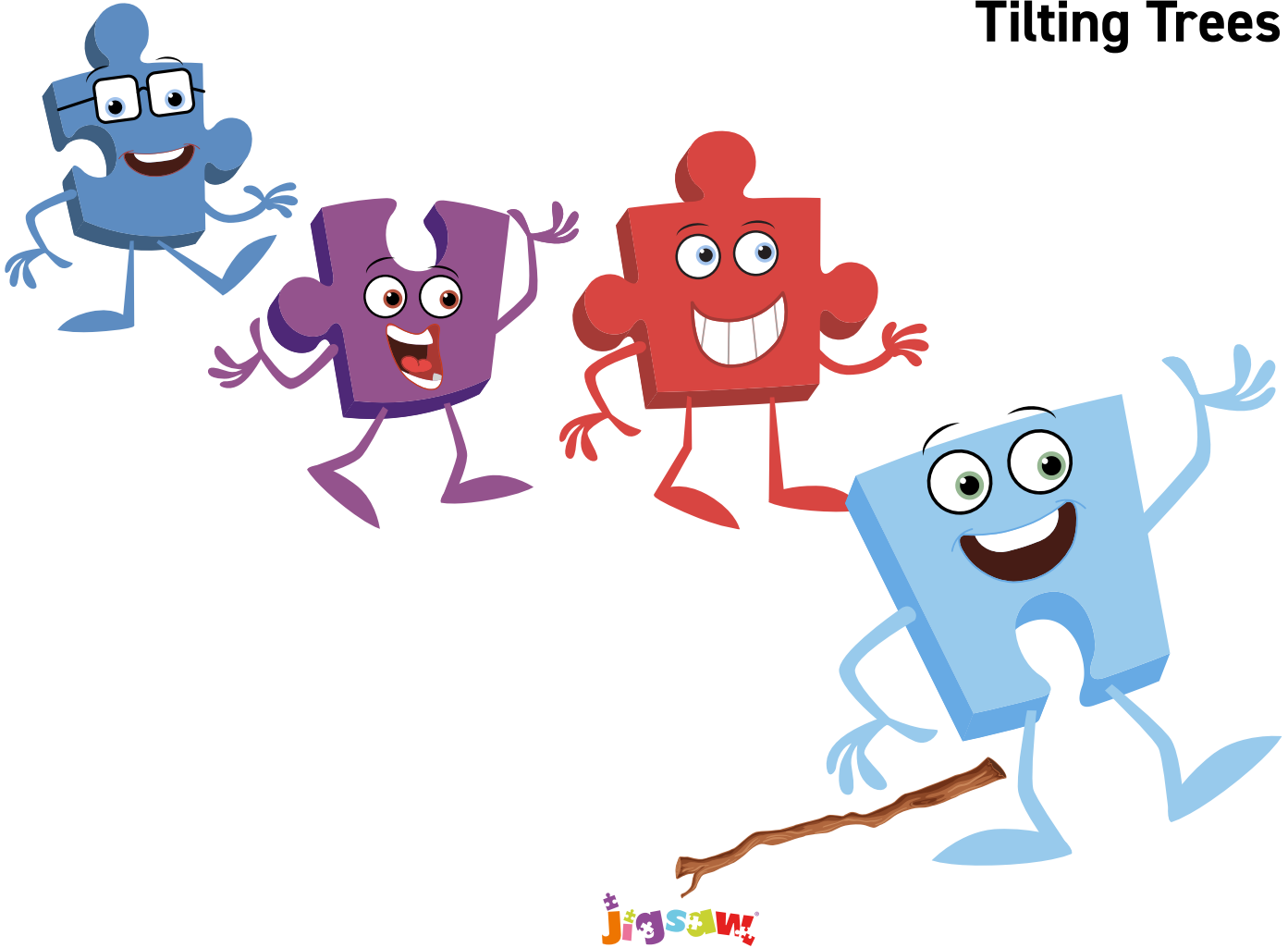
Emotions in Motion



Emotions in Motion - Ages 3-11

Equipment	Emotion cards. Optional: digital timer
Number of children	4-12
Social-Emotional and Physical Benefits	Enhances emotional vocabulary and recognition. Develops empathy by interpreting others' emotions. Improves non-verbal communication skills. Encourages self-expression in a safe, playful environment. Promotes understanding of different emotional states. Moving and controlling different parts of the body.
Set-up	Create a set of emotion cards based on different moods (or you may like to refer to the moods used in 'Barbara's Very Useful Guide to Moods' by Nadia Shireen). Designate a 'Performance Area' and a 'Guessing Area' outdoors. Gather natural materials for creating emotions.
How to play	<ol style="list-style-type: none">1. Divide children into teams (for larger groups) or play individually.2. One child or team selects an emotion without showing others.3. First player or team acts out the emotion using only facial expressions and body language (no words or sounds).4. Other children or teams guess the emotion.5. After the emotion is guessed or time runs out, the actor(s) create an emotion on the ground using natural materials to represent the emotion.6. Discuss the emotion, referencing how Barbara (the book's character) might describe or handle it.7. The first to guess correctly gets to act out the next emotion.8. Continue until all emotions have been acted out and discussed.
World Book Day® 2025 £1/€1.50 Books for Inspiration	'Barbara's Very Useful Guide to Moods' by Nadia Shireen, published by Puffin This game could be themed around using story elements from this World Book Day's £1/€1.50 2025 books by all children acting out different emotions inspired by those featured in the story.
Other ideas	For an additional challenge, add more complex emotions or combine two emotions. Create a 'Mood Map' of the outdoor area, assigning different areas to different emotions based on the book. Incorporate a 'Mood Meter' using a long stick laid on the ground, with children positioning themselves along it to show the intensity of emotions.

Tilting Trees



Jigsaw!

Tilting Trees - Ages 3-11

Equipment	Optional: small objects for players to collect
Number of children	5 - 20
Social-Emotional and Physical Benefits	Develops self-control and patience. Enhances awareness of others and surroundings. Improves listening skills and rhythm. Builds trust and fair play. Introduces cultural diversity through game variants (based on Vietnamese game). Balance, spatial awareness, rhythm.
Set-up	Mark a start line and a finish line about 15-20 meters apart using sticks or natural materials. Choose one player to be the 'Tree'. All other players line up at the start line as 'Tree Choppers'.
How to play	<ol style="list-style-type: none">1. The 'Tree' stands at the finish line with their back to the other players.2. 'Tree Choppers' try to move towards the Tree, taking one step at any time, the Tree can turn around quickly.3. If the Tree sees anyone moving, they send that player back to the start line.4. Players must freeze immediately when they think the Tree is about to turn.5. The first player to reach and touch the Tree wins and becomes the new Tree.
World Book Day® 2025 £1 /£1.50 Books for Inspiration	'The Adventures of Paddington: Farm Escape!' , published by HarperCollins Children's Books This game could be themed around using story elements from this World Book Day's £1 /£1.50 books by involving the natural scene and their features such as trees, forests and other landscapes.
Other ideas	This game is inspired by the Vietnamese game 'Rê Cây' (Tree Felling). This can also lead to discussions about the importance of trees in different ecosystems and cultures and non-fiction books around this theme, reflecting the different reading for joy interests of a diverse classroom. Ask children to share other variations of this game from different cultures and look at books about traditional cultural games.

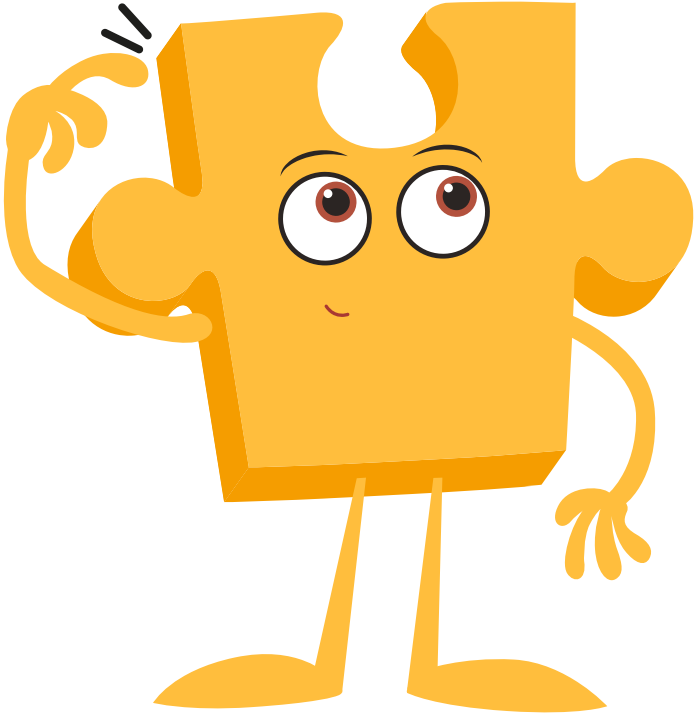
Story Stick



Story Stick - Ages 3-11

Equipment	Optional: A timer
Number of children	6 - 20 (can be played in teams)
Social-Emotional and Physical Benefits	Enhances creativity and imagination. Develops public speaking and performance skills. Improves active listening and memory. Builds teamwork and collaboration. Encourages respect for other's ideas and contributions. Spatial awareness, balance, coordination.
Set-up	Designate a storytelling area in the playground. Collect a variety of natural materials and spread them around the area. Form a circle with all players or divide into teams if the group is large.
How to play	<ol style="list-style-type: none">1. Ask the children to collect an assortment of interesting, natural materials from their outside space.2. Gather the children in a circle and place all the natural resources in the middle.3. The first storyteller holds the 'Story Stick' and selects a natural resource. They begin the tale inspired by one of the natural objects. The objects can represent ideas, objects, emotions as part of a story. For example, a piece of bark could represent a door, or a soggy leaf could represent tears.4. After 1-2 minutes (or a predetermined time), they pass the stick to the next player.5. The new storyteller must continue the story, incorporating another natural object as inspiration.6. Play continues until everyone has had a turn or the story reaches a natural conclusion.7. If playing in teams, alternate between teams with each pass of the stick.8. The last storyteller brings the tale to an end.9. End the game by having players collaboratively create a title for their story and discuss their favourite parts.
World Book Day® 2025 £1 /€1.50 Books for Inspiration	'LEGO Our Amazing Universe', published by DK ©2025 The LEGO Group This game could be themed around using story elements from this World Book Day's £1 /€1.50 books by recreating the places in the book using materials from nature in space and on our planet.
Other ideas	Multilingual Tales: In diverse groups, encourage storytelling in different languages with translation. Sensory Stories: Focus on incorporating different senses into the story (what can characters see, hear, smell, etc.)

Fact or Fiction Trail Challenge - 11+



Fact or Fiction Trail Challenge - 11+

Equipment	Paper and pens Optional: coloured ribbons or flags for marking trail points
Number of children	6 - 20 (divided into two teams)
Social-Emotional and Physical Benefits	Encourages peer-to-peer learning and creativity. Develops critical thinking and decision-making skills. Promotes teamwork and communication. Builds confidence in literary knowledge. Enhances appreciation for both fiction and non-fiction texts.
Set-up	Divide students into two teams. Each student creates one or two 'Fact or Fiction' statements from books they've read. They can have a mix of literary facts and general knowledge facts from non-fiction books. Teams work together to create a nature trail with decision points. At each point, teams hide a clue and create two paths: one for 'Fact' and one for 'Fiction' which should also feature a 'trap' for incorrect choices. This could be an imaginative space such as a 'muddy swamp' or a 'foggy forest'..
How to play	<ol style="list-style-type: none">1. Once you have prepared with the set-up stages, teams swap trails and start at the opposite team's beginning point.2. At each decision point, the team reads the clue and decides if it's fact or fiction.3. They follow the corresponding path based on their decision.4. Correct choices lead to the next clue; incorrect choices lead to a 'trap' ending the game.5. The goal is to successfully navigate the entire trail.6. After both teams have attempted the trails, they come together to discuss the clues and answers.
World Book Day® 2025 £1/£1.50 Books for Inspiration	Students may like to select books they've read (fiction or non-fiction) as sources for their fact or fiction statements. This game could be themed around a book chosen from World Book Day's £1/£1.50 book selection.
Other ideas	Create physical challenges at certain points (e.g., cross a "river" of leaves if you think it's a fact). Incorporate school features into the trail. Include sounds, textures, or smells as part of the fact/fiction challenge. At each point, teams must convince a judge of their fact/fiction choice.