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**MISSION:
HOW RUTF IS MADE**

Game to Indonesia

Coconut Crab Relay

Before introducing this game, [watch a variation of the game being played](#).

Explain to your students that Indonesia is home to the world's largest arthropod that lives on land. First have students guess what an arthropod is along with examples of arthropods — for example, ants, beetles, butterflies, spiders, shrimp, and crayfish. Then explain that the coconut crab is the world's largest land-living arthropod. If time allows, show the video, [A Giant Coconut Eating Crab](#). Follow the steps below to play a kinesthetic activity where your students turn into coconut crabs!

- Lead your students to an open area, preferably an indoor gym with a smooth surface.
- Designate a starting point and an ending point with a cone or a chair.
- Form two even teams. If you wish, you may create more than two teams. Have teams stand in line at the starting point.
- In a tag-relay form, have your students do the crab walk around the cones and back, one at a time.



Kids enjoy a new playground built by UNICEF in Indonesia

Teacher tip: If the crab walk pose is difficult for your students or if you face space constraints, you can ask students to stretch out their arms and imitate a crab with their hands while walking in smaller loops.

- Count how many loops each team can get in five minutes.