



# High Weald Hero Game Piggy, Piggy, Drover!



**Equipment:** None

**Location:** In an open area, with room to run around!

**Audience:** KS1 & 2

**Time:** 10 minutes

**This activity is an adaptation of the popular 'duck, duck, goose' game and may well already be familiar to the children.**

**How to Play:** Children sit in a circle facing each other. One person is 'it' and walks around the circle. As they walk around, they tap people's heads and say whether they are a "piggy" or a "drover".

Once someone is chosen as the drover they get up and try to chase whoever is 'it' around the circle. The goal is to catch that person before they are able sit down in the piggy's spot.

If the piggy is not able to do this, they become 'it' for the next round and play continues. If they do catch the 'it' person, the person tagged has to sit down in the center of the circle. The drover becomes 'it' for the next round. The person in the middle doesn't leave until another person is tagged. They are then replaced and can rejoin the circle.



**Did you know?** As far back as the Neolithic period (c.4500 - 2300BC) drovers (pig farmers) from the Downs and coastal plains would drive their pigs into the High Weald woods each year to fatten them on acorns and beech mast. The farmers would have built temporary shelters to keep warm while watching their pigs. These woodland pig pastures were called dens. Today, many places in the High Weald have names ending in den - for example Tenterden.



The frequent passage of pigs being driven to and from the dens formed tracks known as droves. Centuries of use by many trotters, feet, hooves - and, later, cartwheels - have worn the soft ground away so that, today, many of the routes have deeply sunken sections.