

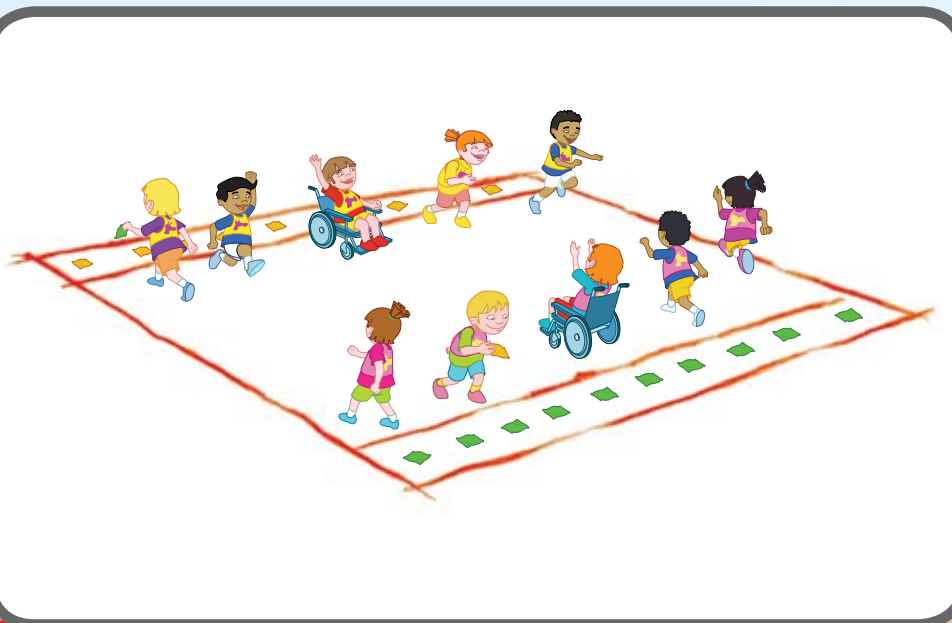
As they become more skilful

# Myths and Legends

## Let's 'Play to Learn'

Encourage the children to:

- Play in two small teams. Each team sets out a home den and places a set number of items as their 'treasure'
- Both teams try to 'take' one another's treasure
- Decide on the rules of the game e.g. only allowed to 'take' one piece of treasure at a time, if tagged by opposite team - they must go back to home den. If tagged by opposite team when holding a piece of treasure - they must give treasure back and return to home den or be 'stuck in the mud' and freed in some way by their team mates, etc.
- Play for a set time and then count treasure in each home den, the team with the most treasure wins



## Resources

- Throw-down markers/chalk markings
- Treasure: ribbons/bibs/scarves/bean bags/quoits/small balls/soft toys
- Large 'garden' with two home dens running along the outside edges of the space

## Questions

- What rules did you make up?
- Who collected the most treasure for your team?
- Did your team discuss tactics? What did you discuss?
- What are you going to do to try and be more successful next time?
- What happened to your breathing the longer the game went on?

## Key words

- control, coordination
- walk, run, crawl, crawling soldiers, jumping and landing, lunge
- dodge, chase, avoid, lose, tag, steal, invade, protect, mark, spatial awareness
- home den
- quick, fast, sudden, sharp
- attack, defend

## Opportunities to:

- work safely with others when using equipment
- talk about what they and others have done
- make simple suggestions to improve performance
- sustain activity over longer periods of time
- describe how exercise affects the body

## Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- there are small teams to begin with, gradually increasing team size and space available
- there is no contact other than 'safe' tagging - on the back

## Can you see the child?

- Working safely with others when using equipment
- Talking about what they and others have done
- Making simple suggestions to improve performance
  - Sustaining activity over longer periods of time
  - Describing how exercise affects the body

sometimes

most of the time

### Encourage the child to:

- practise running and dodging - refer to Technical Skills Cards
- work with a partner and play against one other child initially
- set up a 'safe zone' that they can enter as appropriate and not be tagged
- discuss ideas with a partner on how they might be more successful
- work for shorter periods of time and take longer breaks in between 'steals'

### Encourage the child to:

- play against more children
- play in a smaller area
- introduce more complex ways of 'taking' treasure
- take on a leadership role as captain of the team
- work for longer periods of time

### Rich opportunities

- PSD, WB&CD: concept of fair play, understanding rules and why they are there, identifying problems and coming up with solutions to solve them, demonstrate appropriate self-control
- MD: plan own 'fantasy folklore' board game with a fair scoring system. Begin to develop their mental calculation strategies during counting games
- CD: Art, craft, design - design and play their own simple board games
- CD: Creative movement - create and perform a dance based on a fantasy adventure