

The PE Shed



Tag Game: Rabbit Hole

Recommended Age Range: Foundation - Grade 3

Focus: Movement, balance, teamwork, control and agility

Equipment	Setting Up	Description	Further opportunities
<p>Hoops</p> <p>Cones / Large Cones</p>	<p>The teacher or students can set this up.</p> <p>Rabbit Holes are set up around the playing area.</p> <p>Each rabbit hole should consist of 4 cones and 1 hoop. The hoop is placed flat on the 4 cones to create a 'Rabbit Hole'.</p> <p>Suggested: 6-10 Rabbit Holes</p>	<p>Select 2-4 students to be foxes (catchers). All other students are rabbits.</p> <p>Rabbits and foxes move around by running (see variations for alternative).</p> <p>Rabbits may use the 'Rabbit Holes' as a safe zone. Foxes are not allowed in them.</p> <p>If a rabbit is tagged they become a 'Bouncing Bunny' and must hop around on hands and feet. To get freed another bunny must crawl under their body.</p> <p>If rabbits knock over the cone off the holding cones then the 'Rabbit Hole' has collapsed and can no longer be used.</p> <p>If there is no movement and all rabbits are hiding add in a new rule: Evacuate! All rabbits must leave their hole.</p>	<p>Differentiation</p> <p>Easier:</p> <ul style="list-style-type: none"> - Increase number of Rabbit Holes - Reduce number of foxes - Allow rabbits to rebuild collapsed Holes <p>Harder:</p> <ul style="list-style-type: none"> - Reduce number of Rabbit Holes - Increase number of foxes - Set time limit in the Rabbit Holes - Increase the height of the Rabbit Holes by using larger holding cones. <p>Variations</p> <ul style="list-style-type: none"> - Rabbits bounce and Foxes move on hands and feet. - If a rabbit gets caught, they become a fox.

Rabbit Hole

