

The PE Shed



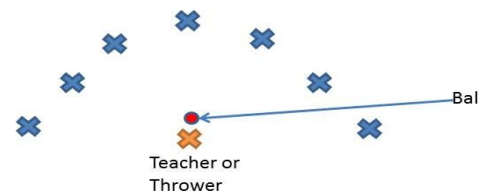
Coordination Game: Clap Catch

Recommended Age Range: Foundation - Grade 3

Focus: Co-ordination, catching, underarm throwing and teamwork.

Equipment	Setting Up	Description	Further opportunities
<ul style="list-style-type: none"> - Different sized balls - Spots/Cones 	<p>Played in any space.</p> <p>Create a semi-circle or circle of spots/cones.</p> <p>The teacher or thrower stands in the middle with a ball.</p>	<p>Students stand on a spot/cone and face the teacher/thrower.</p> <p>The teacher/thrower starts by throwing an underarm throw to students in a random order.</p> <p>Students must clap one time before they catch the ball. If they forget to clap or they drop the ball, they sit down.</p> <p>Students can save their peers by clapping twice before catching the ball. They are allowed to select one peer to save.</p> <p>Students can save all of the 'out' students by clapping three times.</p>	<p>Differentiation</p> <p>Easier:</p> <ul style="list-style-type: none"> - Teacher/thrower stands closer to the catcher. - Use larger balls. <p>Harder:</p> <ul style="list-style-type: none"> - Teacher/thrower stands further away from the catcher. - Use small or different shaped balls. - Get students to stand on balance boards. - Get students to stand on one foot. - Get students to catch one handed. <p>Variations</p> <ul style="list-style-type: none"> - Allow a student to become the thrower. - Add fake/dummy throws into the game and if the student claps, but the ball hasn't been thrown, they are out.

Clap Catch



Aim:
To clap before you catch and be the last player left!

Rules:

- The teacher/thrower throws the ball to the student and they must clap before they catch it.
- If a student forgets to clap or drops the ball they sit down.
- A peer can save a caught student by clapping twice before a catch.
- A peer can save all of the students who are out by clapping three times before a catch.