

The PE Shed



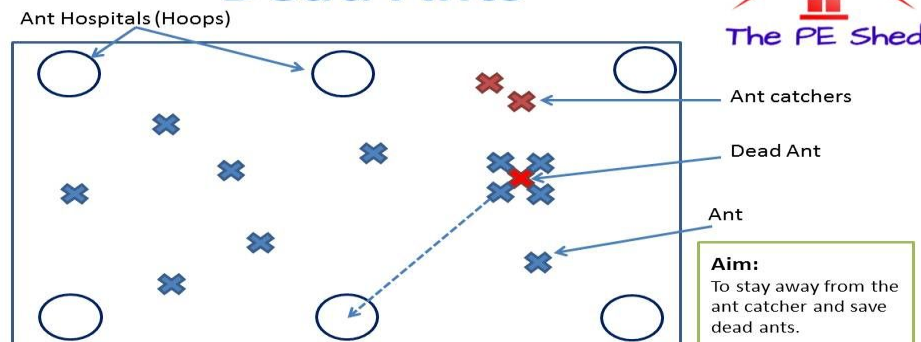
Tag Game: Dead Ants

Recommended Age Range: Foundation - Grade 5

Focus: Movement, coordination, teamwork, cooperation, communication, decision making and strength.

Equipment	Setting Up	Description	Further opportunities
Hoops	Place 4-6 hoops around the edge of the playing area. Select 1-3 taggers (Ant Catchers)	All students are ants, except 1-3 ant catchers. Ants must move around the playing area without getting caught by an ant catcher. If an ant gets tagged by an ant catcher, they are dead and lie on the floor with their arms and legs pointing up at the ceiling. To save a dead ant, 4 ants must come along and lift a leg or arm up. The team of ants must carefully carry the dead ant to the nearest ant hospital (hoops). Teach carrying and lowering the dead ants safely.	Differentiation Easier: - Fewer taggers - Larger playing area - More ant hospitals Harder: - More taggers - Smaller playing area - Less ant hospitals Variations - If all legs or arms are not being touched by the ants, then the ants touching the 1-3 legs/arms can get caught. - Team dead ants. Two teams against each other where they can catch opposite team members and can only save their own.

Dead Ants



Aim:
To stay away from the ant catcher and save dead ants.

Rules:

- Ants are to move around the playing area and try to avoid the ant catcher.
- When tagged by an ant catcher, they are dead and lie on their back with their legs and arms pointing up at the ceiling.
- To get freed, 4 other ants must come along and save the dead ant by taking a leg or arm each and carry them safely to an ant hospital. Carrying ants cannot be tagged by an ant catcher when saving a dead ant.