

The PE Shed



Warm Up Game: Crossing the River (or famous river)

Recommended Age Range: Foundation - Grade 2

Focus: Movement, decision making and strategy.

Equipment	Setting Up	Description	Further opportunities
<p>No Equipment needed.</p> <p><i>If outside mark out a square/rectangle as a playing area with cones/spots</i></p>	<p>This can be played in any indoor or outdoor area.</p> <p>Set a limit on the size of the area.</p> <p>If you are playing outside, create an area using cones/spots.</p> <p>Select 1 person to be the tagger/fish</p>	<p>Students line up at one end of the River Bank (End line) and have to move across to the other river Bank (Opposite End Line) without getting caught by the tagger (fish).</p> <p>If a student gets tagged, they become a tagger.</p> <p>Taggers must always start on the middle line (Half way between the two end lines). If they tag off the middle line, the catch does not count.</p> <p>For students that are waiting too long, introduce a count down (10 seconds). If they have not made it to River Bank in 10 seconds, they become a tagger.</p>	<p>Differentiation</p> <p>Easier:</p> <ul style="list-style-type: none"> - Increase playing area <p>Harder:</p> <ul style="list-style-type: none"> - Increase taggers. - Reduce playing area <p>Variations</p> <ul style="list-style-type: none"> - Students have to move using a specific movement (For example: hopping, jumping, side stepping, crawling etc.) - Taggers hold hands - Cross the river with a partner.

Crossing the river

