

# The PE Shed



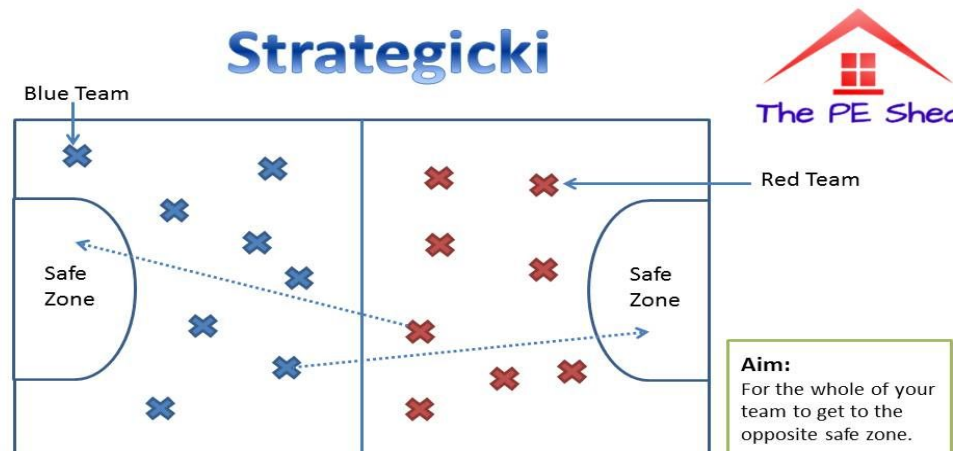
**Thinking Game:** Strategicki

**Recommended Age Range:** Grade 1 - Grade 8

**Focus:** Movement, agility, speed, strategy and teamwork.

| Equipment   | Setting Up   | Description  | Further opportunities   |
|---|--|--|---|
| <p>Two sets of coloured bibs</p> <p>Spots/Cones to mark out playing area.</p> | <p>Divide the playing area into two by having a line of cones/spots down the middle.</p> <p>Create a safe zone (square or semi circle) in each half of the playing area.</p> <p>Divide the students into two equal teams and get them to wear coloured bibs.</p> | <p>Team 1 have to try and get to team 2's Safe Zone without getting caught. Team 2 have to try and get to team 1's Safe Zone without getting caught.</p> <p>If a player gets caught/tagged in the other teams zone, they have to sit down where they were tagged.</p> <p>To get freed, a team player must run to them and touch their hand and walk them back to their team's zone. When walking back, they cannot get tagged.</p> <p>Students who have made it to the opposing team's free zone are allowed to leave if they want to free caught players.</p> <p>The team with all (or the highest number) of players in the other team's end zone at the end wins.</p> | <p><b>Differentiation</b></p> <p>Easier:</p> <ul style="list-style-type: none"> <li>- Increase playing area</li> </ul> <p>Harder:</p> <ul style="list-style-type: none"> <li>- Reduce playing area</li> </ul> <p><b>Variations</b></p> <ul style="list-style-type: none"> <li>- Strategicki Ball Steel. Players retrieve balls from the other teams Safe Zone, with the same rules applied. The team who capture all of the other teams balls is the winning team.</li> </ul> |

## Strategicki



**Aim:**  
For the whole of your team to get to the opposite safe zone.

**Rules:**

- A player can get tagged in the opposing half as soon as they cross the middle line.
- Caught players must sit where they were tagged
- A caught player can be freed by a team mate by touching their hand and walking back to their half holding hands. Pairs walking back cannot get tagged.
- When a player arrives in the safe zone, they are safe and can't get tagged.
- A player may leave the safe zone to save a caught player.