

Learning Intention: How can you get past a tagger?

Yr 2

I can look forward, keeping my head up, when moving past a tagger

I can stand tall when moving past a tagger and look forward

I can move quickly past a tagger, looking up and standing tall

EQUIPMENT:

Cones,
Tag belts,
Hula-hoops,
Bibs, Balls.

WARM UP: Fishing for Gold'

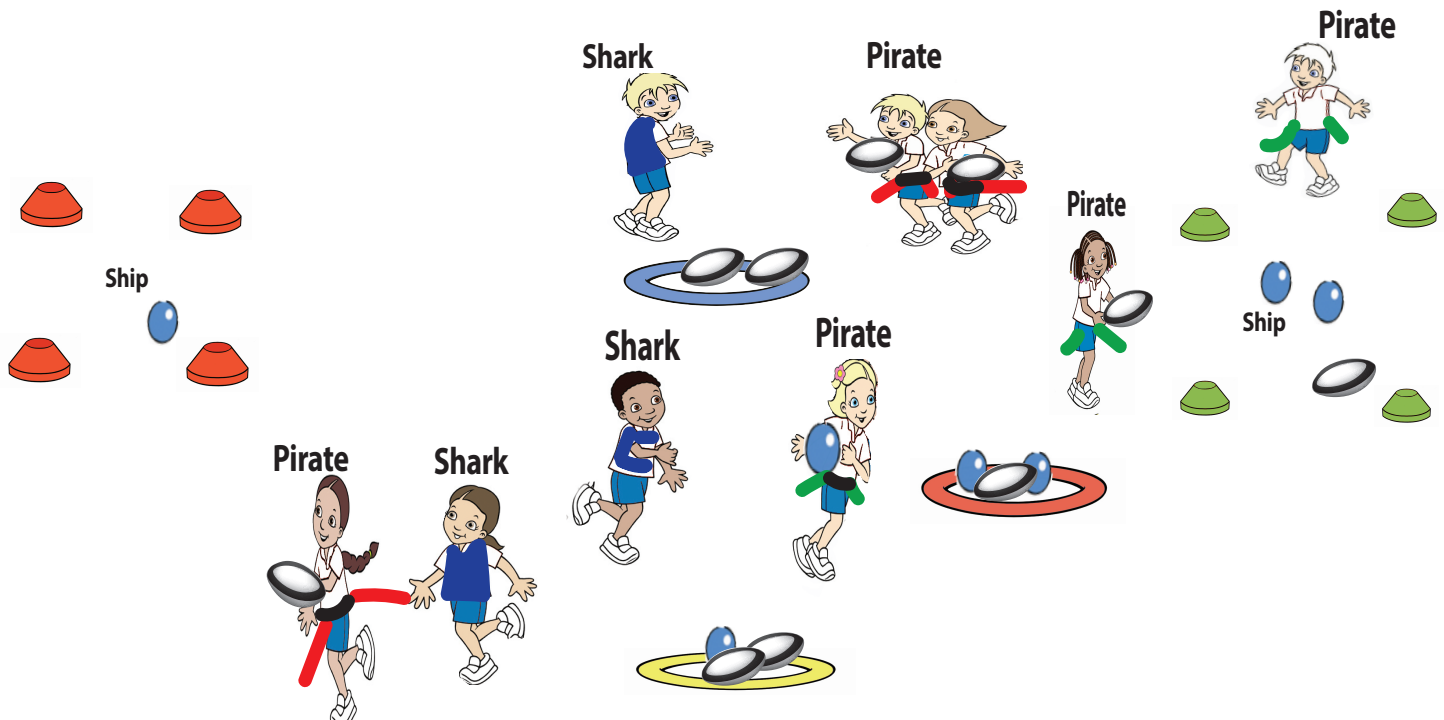
Set-up: Arrange playing areas as below. All players to have tag belts on.

Divide the class into three groups: 2/3 sharks, 4 green pirates, 4 red pirates (or whatever colour tags you have).

Rules:

- 1) Start on your own ship. All players can run at the same time.
- 2) Players from each team (ship) to run and collect 'Gold' (any ball) from a hoop
- 2) If the players **get tagged they must** put the gold back into the hoop- go back to their ship, then start again! .
- 3) The team with the most gold will be the winning team.

Extension : You can steal from the otherships too!



Set up 3 games like this.

Linking learning: What should the taggers be doing? Remember from last lesson.

ACTIVITY 2: 'Sink the ship'

All Children **with tag belts** are in an area approx 20m x 20m. (Set up 2 pitches)

Aim is for both Pirate teams to take a ball (cannonball) and place it on the opposite pirate ship and leave it there- and get as many balls on the opposite ship as possible

- **Aim is to sink their ship.**

They must then return to their own ship, without getting caught (tagged).

Rules:

- 1) Both teams start with the balls on their ship
- 2) **'Skull Pirates'** are trying to stop the **'Crossbone Pirates'** from putting the balls on their ship and vica versa. They do this by tagging them!
If they tag a player - they call "tag" and give them tag back - and then send them back to their ship
3. **'Crossbone Pirates'** must get past the **'Skull Pirates'** and place their ball on their ship with 2 hands and vice versa!
Remember if they are tagged, they must go back to their ship and start again.
- 4) **Must place ball down with 2 hands**
- 5) All pirates can go anywhere- However remind the defending pirates they are better off staying in their own half, to protect their ship!
- 6) Can you rotate the teams around so all pirates play each other?

Can the pirates ensure that some of their players to stay back and guard the ship and some players to try and sink the other teams ship?

Can they work out what is the best way to get past a pirate (a tagger)?

To get past a player, remember:



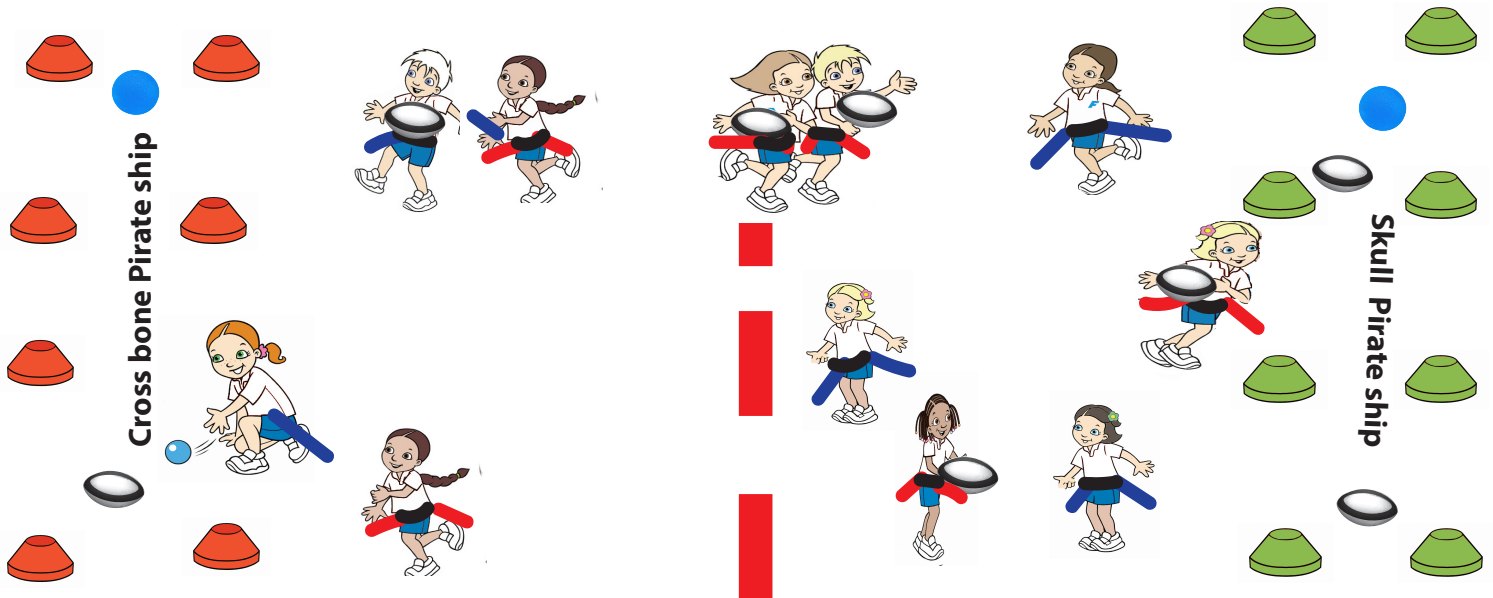
Stand tall



Look forward

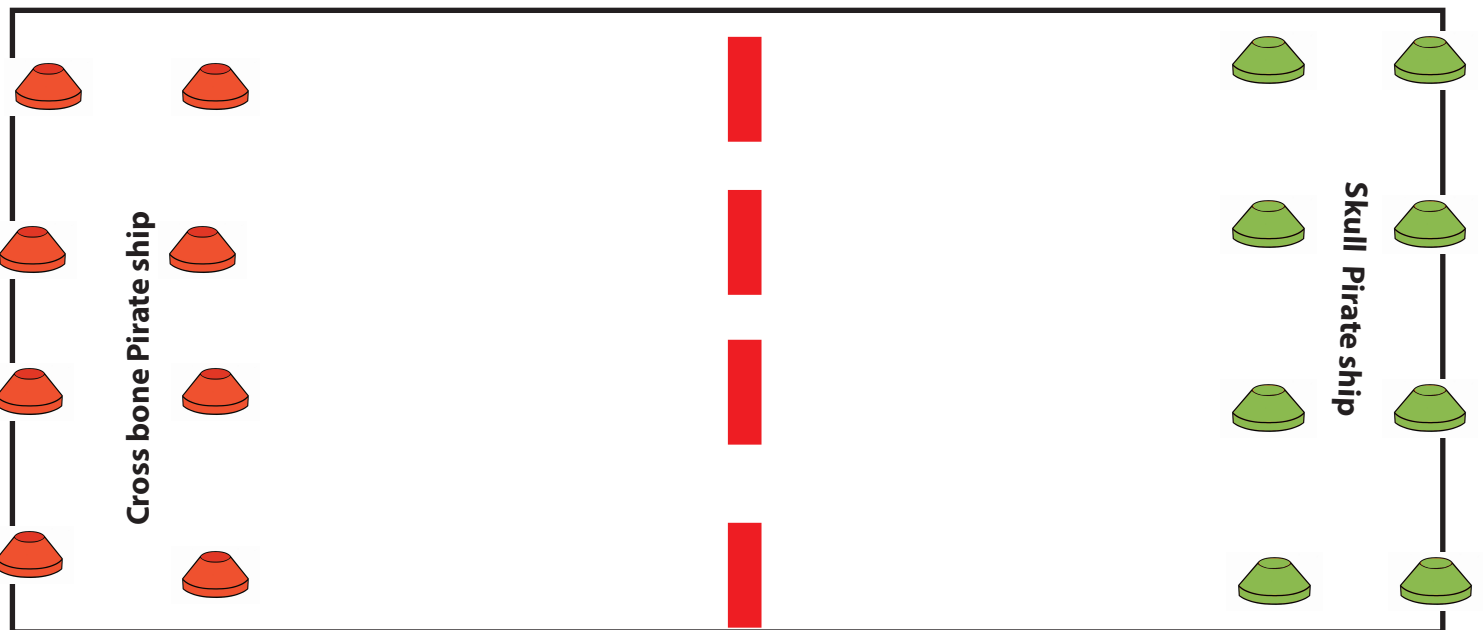


Have quick feet



Aim is to get the cannonballs off their ship onto the other teams ship

Defenders- stop them by tagging them and sending them back to their ship



COOL DOWN

Children to move around the area slowly (jog, walking).

PLENARY

What did you enjoy about the lesson today? Were you able to get past any taggers in today's lesson?

How did you work as a team to stop the other pirates trying to sink your ship?