

PLAY (FIRST TIME)

Three students stand in the centre of a big circle (in a hoop). Each student is holding a swimming noodle. The rest of class stand on the circumference of the circle next to marker or cone each.

On "go" each of the noodle carriers run to a student on the circumference where they hit them (below the knees) with the noodle. After the strike they return to the centre and put their noodle in the hoop. The student who was hit must follow the striker into the centre and pick the noodle up. They need to hit the person who hit them before they get back to the marker (that is now left vacant on the circumference of the circle.) If unsuccessful they are in.

PLAY (SECOND TIME)

Have students notice who has not been tagged or involved in the game so far.

Play again as above but this time allow any of the noodle carriers to hit any of the students not standing on a marker.

Consider who benefitted from the new rule? How?

PLAY (THIRD TIME)

Have the students notice who has not been tagged or involved in the game so far.

This time encourage the students that are not involved in the current round to move sideways into vacated markers. This will make it harder for players to find a safe marker to return to as it will have shifted somewhere around the circle.

Compare the first game to the last. Consider the way that a players own willingness to be involved can effect their enjoyment. Compare this to the way changes were made in the game Rob the Nest (Page 11)