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| **Activ8 Wildcats Club Activity Breaker**  |
| **Activity Name:** Tiggy Scarecrow  | **Target:**5-6 / 7-8 | **FMS/FSS Main Category:**Locomotion / Agility |
| **Intensity Level:**High |
| **Description:**In a defined area children move around the space trying to avoid being caught by the nominated catcher/s. If caught the children should stand as a scarecrow with arms out wide. Scarecrows can be freed by their teammates by one of them running underneath one of the outstretched arms of a scarecrow without being caught. The game finished either after a short period of time or if the catchers have caught all of the scarecrows. Once completed, change the catchers.  | **Equipment:*** Cones or markers
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| **Variations:*** Give the children a ball to dribble to weight the game in favour of the chaser. If caught scarecrows place ball between their feat.
* Change the method of travel for either the chaser, those being chased or both to vary or weight the game (e.g. hopping, running, jumping, side-steps etc).
* Change size of space to increase or reduce difficulty for catcher/s or those being chased.
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| **Keep an eye on:*** Ability to start, stop and change direction.
* Ability to avoid others.
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| **Other Benefits:*** Character and caring development by respecting the rules in being a scarecrow when caught.
* Development on connection between the group as they try to work to ‘free’ each other.
 | **Coach’s Comments:** |