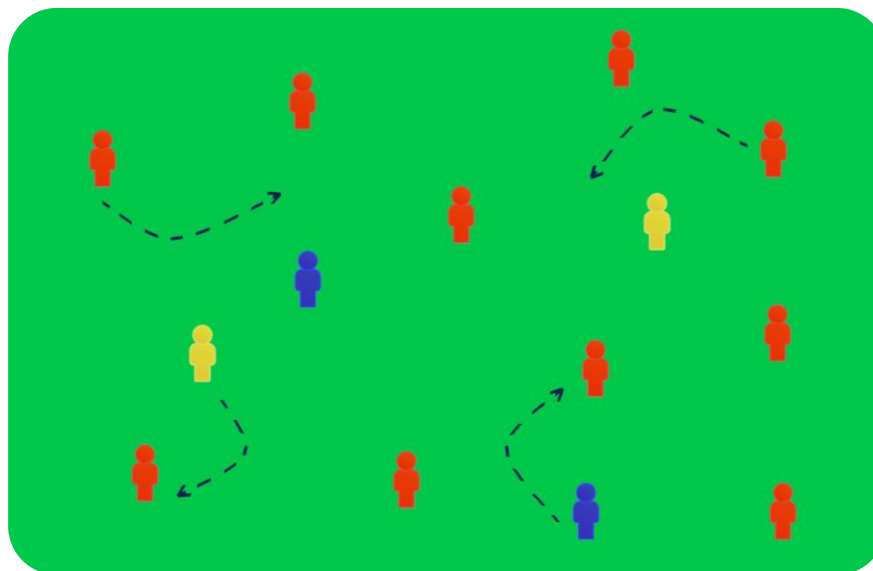


OBJECTIVE(S)

- To improve coordination and spatial awareness.

THE GAME

- Pupils must evade the catcher using faints, fakes, and turns.
- Two or three catchers must attempt to catch all of the other pupils.
- If a pupil is caught, they must stop and create a dance move. This dance move is repeated until another peer comes to save them.
- To be set free, the peer must copy their dance move for 5sec.
- Pupils should create a different dance move for each time they are caught.

**COACHING POINTS**

- Pupils should use faints, fakes and turns to evade the catcher.

FOOTBALL LINKS

- Teamwork and cooperation.
- Spatial awareness and coordination

HARDER/EASIER

- To make it easier, reduce the number of catchers.
- To make it harder, increase the number of catchers.
- Variation: when a pupil is caught, 3 other pupils must form a dance crew and copy their moves in order to be set free.

CURRICULUM LINKS

- Develop control in running, changing speed, stopping and starting.
- Use different parts of the body to explore personal and general space and to move using simple actions.
- Develop movements individually and in pairs.

