

SCARECROW



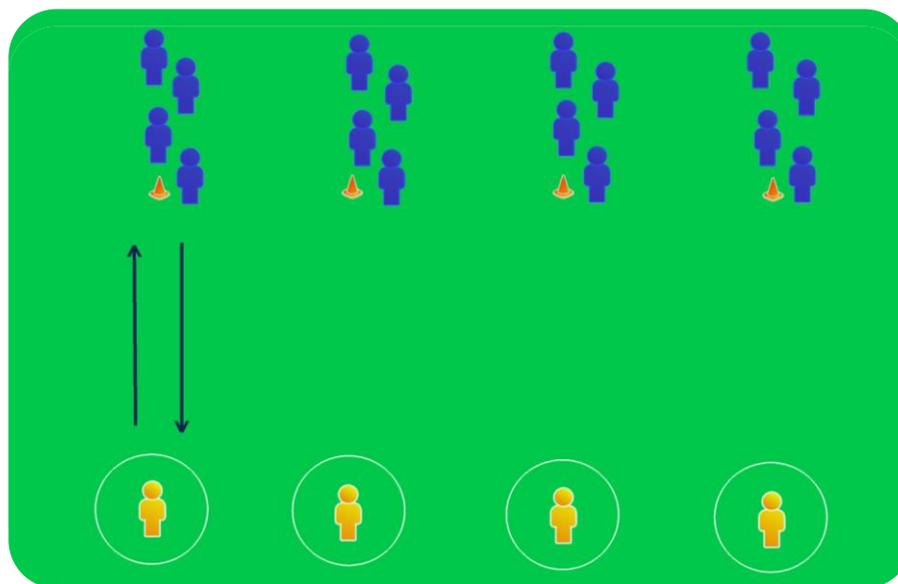
Foundation

OBJECTIVE(S)

- To develop movement, coordination and spatial awareness.

THE GAME

- Groups of 4-6 works best.
- One pupil stands in the hoop at the opposite end.
- One at a time, each pupil moves towards the scarecrow using a different animal movement as directed by the teacher.
- The pupil must then balance an item on the scarecrow.
- The first team to balance all items on the scarecrow wins!



COACHING POINTS

- Pump your arms opposite to your legs and keep your head up when you're running.

FOOTBALL LINKS

- Awareness and stop/start.
- Change of direction link in transition of attack to defense.

HARDER/EASIER

- For added difficulty, teams must start again if items fall off the scarecrow.
- Each item to balance could dictate a different animal movement.

CURRICULUM LINKS

- Develop control in running, changing speed, stopping and starting.
- Participate in cooperative and competitive play.
- Develop spatial awareness, direction and speed/pacing.

