



Description of Activity

Pupils find a space in the playing area and place a hoop or cone (their burrow) on the ground, away from other pupils. On the signal, 'Run rabbits!', pupils hop around the playing area. When they hear the call 'Burrow!' they hop into any burrow as fast as they can. Repeat several times. Then remove a hoop from the playing area each time. Any pupil without a burrow runs around the outside of the playing area for one round and then joins the group again for the next game. Finish when there are five hoops left.



Variations

- Allow rabbits to share a burrow.
- Introduce a 'fox' that tries to catch the rabbits. They can escape the fox by hopping into a burrow.

Equipment

An open playing area, one hoop or cone per pupil



- Ensure pupils are mindful of each other when hopping into the hoops. The hoop belongs to the first pupil to place a foot inside.
- Pause the activity at intervals to discuss the teaching points of hopping being addressed in the lesson and allow pupils to practise it in isolation before returning to the activity.



- Investigate how many hops it takes to get from the school gate to the school door.



poll coinín • fonsa • cón • rithigí • isteach libh sna poill