CATCH ME



Description of Activity

Invite pupils to attach three clothes pegs anywhere on their clothing. On a signal, pupils move around the playing area trying to steal the other pupils' clothes pegs, and dodging other pupils who are trying to steal their clothes pegs. After a designated amount of time, pause the game and allow each pupil to count their clothes pegs. Each pupil should aim to have three close pegs by the end of the game.



Variations

- Vary the locomotor skill being used.
- Arrange pupils in two teams, identified by coloured bibs.
 One team can only steal the pegs from the other team.
 Pupils can give a spare peg to a teammate who has less than three.

Equipment An open playing area, clothes pegs, bibs

- Encourage the use of correct stealing technique clothes pegs must be open before they are removed from clothing, and not simply pulled off.
- Pegs must be placed on clothing and not attached to skin. Place clothes pegs only on the front or back of the torso, or along the bottom edge of the pupils' jumpers.
- Pause the activity at intervals to focus on the specific teaching points for dodging in the lesson. Invite a pupil to demonstrate correct technique, allow pupils to practise in isolation and then return to the activity. Provide feedback to individuals while they perform the dodging action during the activity.



• If you have clothes pegs at home, show a family member how to play this game.

pionna éadaigh • na pionnaí • a cheangailt • éadaí • teorainn ama