



DANCE



GAAMES

Description of Activity

Arrange pupils in groups of six. Give each group a spot marker and a set of cones. Invite pupils to use the cones to mark out their own playing area (six metres by six metres). Four pupils from each group act as the dogs. The dogs place their spot marker somewhere in the playing area and start off with one foot touching the spot. The other two pupils are the dog catchers and they start off outside the playing area.

On a signal, invite the dogs to move around the area and invite the dog catchers to enter the area and try to tag them. If a dog gets caught, they have to return to their spot marker and stand with one foot touching it until a fellow dog tags them to release them. When all of the dogs have been caught, new dog catchers are selected and the activity begins again.



Variations

- Regularly rotate the dogs and dog catchers.
- Increase the size of the playing area and the number of pupils per group.
- Once dogs have been caught twice invite them to become dog catchers.

Equipment

An open playing area, spot markers and cones



- Discuss safe tagging technique with pupils, e.g. soft hands, tagging the trunk of the body only, etc.
- Ensure the ground is dry to prevent accidents when dodging and turning sharply.



- In your PE journal, make a list of games that use dodging. Play these games in the yard this week.



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