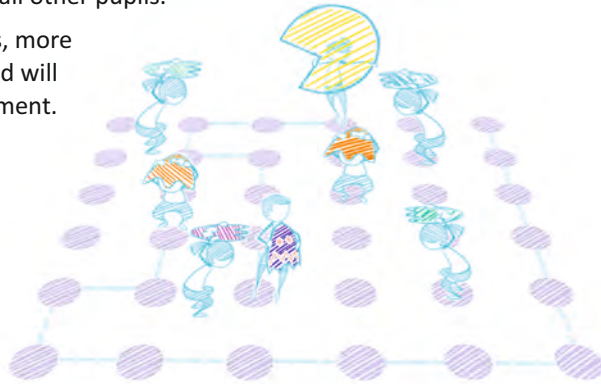




## Description of Activity

Use spot markers to create a Pac Man course - a square checkered pattern with spots markers at one metre intervals as shown in the image. Select one to three pupils (taggers) to wear bibs. Taggers can only move by side stepping from one spot marker to the next spot marker. The remaining pupils move by side stepping along straight lines between the spot markers. If a pupil is tagged they must crouch down into a squat position and maintain that position, becoming a now impassable obstacle to all other pupils.

As the game progresses, more pupils will be tagged and will block avenues of movement.



## Variations

- Alter the placement of the spot markers to create a maze.
- Invite pupils that have been tagged to perform a balance.
- If space and equipment allow, set up additional courses.

## Equipment

A hard surfaced playing area, bibs, spot markers, chalk



- Show pupils what the Pac Man game looks like in class before the lesson to create a visual cue and to remind them of the straight lines they must travel in.
- Pause the activity at intervals to focus on the teaching points for side stepping 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 are side stepping during the activity.



- Use chalk to draw a Pac Man grid at home or in the yard and play this or a similar game with your friends.



spotáí • cúrsa • céim ar leataobh • línte díreacha • crom síos • blocáil