

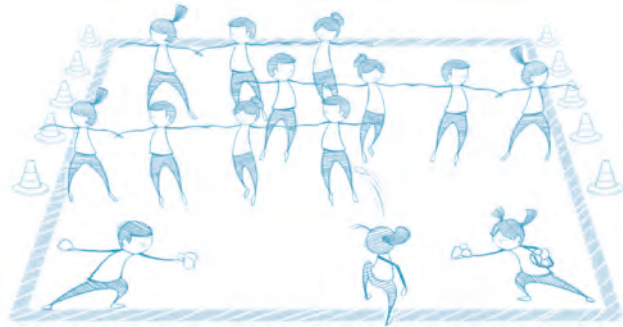


Description of Activity

Set up a large rectangular playing area, with spot markers (levels) at three metre intervals along the side of the area as seen in the diagram.

Pupils line up side by side in groups of four at one end of the hall. Each group wear a different coloured bib, these pupils are the invaders. One pupil plays the role of the shooter and positions themselves at the far end of the hall. The shooter is helped by three teammates to collect and retrieve the balls.

The aim of the game is for the shooter to hit all the moving invaders before they reach a certain level. Spot markers positioned along the side of the playing area are used to indicate the levels of progression by the invaders. The invaders must side step across the hall as the shooter throws balls attempting to hit them. On a signal by the teacher the invaders move a level closer to the shoot, as indicated by the spot markers. When an invader is hit by the ball below the waist they must leave the playing area.



Variations

- If space allows, set up multiple smaller versions of this game.
- Rather than knocking pupils out of the game they must return to the first level and join in at the back.

Equipment

An open playing area, spot markers, bibs, soft balls



- Remind pupils that the focus is not on dodging and they can only side step to get out of the way.
- The invaders must be encouraged to side step in unison and begin slowly, like the arcade game.
- Ensure that all balls thrown are below knee level.



- In your PE journal, design a playground game that involves side stepping.



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