



Description of Activity

Use cones to set up two large square playing areas, and arrange half of the pupils in each square. Within each square, five pupils are the wolves and the remaining pupils are the bunnies. The wolves start the game with two balls. The bunnies can move freely around the playing area at all times. To tag a bunny, a wolf must touch a soft ball off the bunny's body. The wolves, however, can only take one step with the ball in their hands (but can run freely without it). The wolves have to move without the ball to position themselves near a bunny, take a pass from another wolf and tag the bunny. Once a bunny is tagged, they become a wolf. Encourage the wolves to 'hunt in a pack' to be more successful.



Variations

- Increase or decrease the number of wolves in each square.
- Vary the locomotor skill used to move around the area, e.g. skipping or side stepping only.
- Depending on the group size, the last three bunnies tagged could become the wolves for the next game.

Equipment

One soft ball for every three wolves



- Set up multiple smaller sided games where appropriate to provide more opportunities for throwing.
- Pause the activity at intervals to focus on the teaching points for throwing 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 performing the throwing action during the activity.



- In your PE journal, list three sports in which good throwing technique is important. Draw (or stick) a picture of each one in your PE journal.



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