



ATHLETICS



GAMES



OUTDOOR & ADVENTURE

Description of Activity

Arrange pupils in groups of four. Use cones to set out a starting point for each group. Place a hoop beside each cone. Scatter or hide the Queen's Jewels around the playground. Ensure there are more jewels than pupils. On a signal, the first pupil in each group runs out into the playing area trying to find a jewel as quickly as possible. Each pupil can only bring back one jewel at a time.

When they retrieve a jewel, they place it in the hoop at their group's base. The next pupil in the group repeats the process. After a set amount of time, identify which group has collected the most amount of jewels.



Variations

- Set a time limit. Repeat the activity to see if the group can beat their record by collecting the jewels in an even faster time.
- Allocate a specific coloured jewel to each group.
- If the playing area is limited, arrange pupils into four or five groups, allowing only one pupil from each group to run at any time.

Equipment

An open playing area, cones, hoops, crown jewels - small shiny non-valuable objects (plasticine wrapped in kitchen foil would work, invite pupils to help you make them)



- **Remind pupils to move safely and to avoid colliding with each other, making sure they keep their head up and look forward when running.**
- **Pause the activity at intervals to focus on the specific teaching points for running 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 running action during the activity.**



- **Invite a grown-up to help you to make the jewels, and recreate this activity at home.**



seoda an bhanrion • seoda a aimsiú • ceann amháin ag an am • sa chiseán • ag an am céanna