

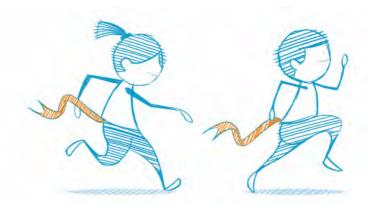


ATHI FTICS

GAMES

Description of Activity

Give each pupil a ribbon (tail), and invite them to tuck it into the elastic band of their trousers at the hip. On a signal, pupils chase each other and attempt to catch each others tails. If a pupil loses their tail, they are not out of the activity, as they can continue attempting to capture a new tail from pupils who are still wearing theirs. If a pupil catches a tail, they can tuck it into their trousers as an extra tail. After a set time, stop the activity and count how many tails pupils have gathered.



Variations

- Arrange the class in two groups, playing against each other.
 The group with the most tails at the end of the activity wins.
- Adjust the playing area available, decreasing to make it harder.
- Using two groups, time how long it takes for one group to capture all of the other groups tails.

Equipment

An open playing area, ribbons



Pause the activity at intervals to focus on the 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.



 In your PE journal, draw a picture of this activity. List three things you like about this game.



ribín • eireaball • rith timpeall • breith ar na heireabaill • eireaball breise • síneadh