



ATHLETICS



DANCE



GAMES



GYMNASTICS

Description of Activity

Arrange pupils in groups of six with each group forming a circle. Select one pupil to be the detective who positions themselves in the centre of the circle. The detective closes their eyes while a leader is secretly chosen by the group. The leader begins to lead the class through a sequence of jumps. The leader attempts to change the jump regularly without being seen by the detective. The role of the detective is to figure out which pupil is leading the group. The detective has three chances to identify the leader. Select a new pupil to be the detective and the leader and play again.



Variations

- Instead of a circle, encourage the groups to move around the playing area.
- Add a turn into the jumps.
- Play the activity using half the class, with the other half assessing the jumping technique of a designated partner.
- Place a time limit on the detective and decrease it each time a leader is identified.

Equipment

An open playing area



- **Remind pupils of the five types of jumps on the PE curriculum.**
- **Pause the activity at intervals to focus on the specific teaching points for jumping 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 jumping action during the activity.**



- **In your PE journal, write down *What Went Well (WWW)* during this activity.**



bleachtaire • ceannaire • léim • ag déanamh aithris ar • cé hé/hí?