

FARMERS AND CATTLE

WARM UP ACTIVITY

EQUIPMENT

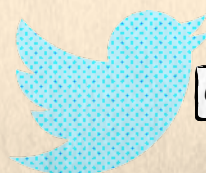
20 CONES AND TWO SETS OF COLOUR BANDS.

INSTRUCTIONS

SPLIT THE CLASS INTO TWO EVEN TEAMS. ONE TEAM ARE THE FARMERS, THE OTHER TEAM ARE THE CATTLE. IN THE CENTRE OF THE PLAYING AREA MAKE A 2M X 2M SQUARE (THE CATTLE YARDS). THE FARMER'S JOB IS TO RUN AROUND AND TAG THE CATTLE. ONCE THEY TAG ONE OF THE CATTLE, THEY TAKE THEM TO THE CATTLE YARD WHERE THEY ARE STUCK. THE AIM FOR THE FARMERS IS TO HAVE ALL THE CATTLE STUCK IN THE CATTLE YARDS. FOR THE CATTLE TO BECOME FREE FROM THE CATTLE YARD, A TEAM MEMBER WHO IS NOT CAUGHT MUST TAG THEM AND THEN THEY BOTH RUN FREE. PLAY FOR TWO TO THREE MINUTES OR UNTIL ALL CATTLE ARE CAUGHT, THEN SWAP ROLES.



BreakAppz



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