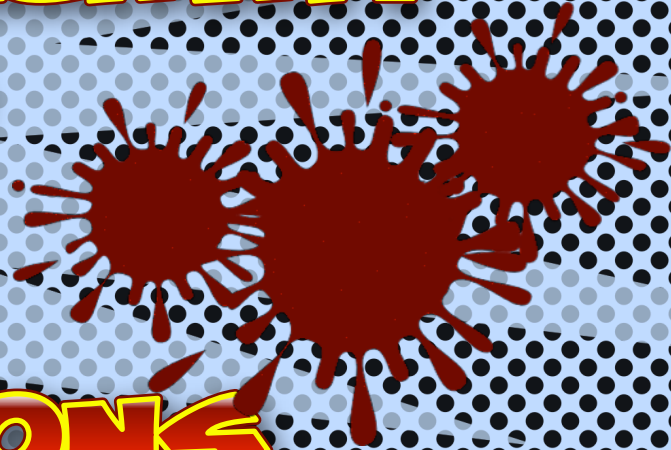


STUCK IN THE MUD

WARM UP ACTIVITY

EQUIPMENT

FOUR CONES TO MARK 10M X 10M SQUARE AND FOUR COLOUR BANDS.



INSTRUCTIONS

THE TEACHER SELECTS THREE TO FOUR STUDENTS AS TAGGERS AND THEY EACH PUT ON A COLOUR BAND. THE CLASS SCATTERS AND THE TAGGERS TRY TO TAG ALL THE CLASS MEMBERS. ONCE A STUDENT IS TAGGED, THEY MUST FREEZE WITH THEIR FEET IN A WIDE STRIDE POSITION. AFTER A STUDENT IS TAGGED, THEY MUST REMAIN FROZEN UNLESS ANOTHER STUDENT UNFREEZES THEM BY CRAWLING THROUGH THE STUDENT'S LEGS. IF A STUDENT IS CAUGHT BY A TAGGER WHILE UNFREEZING ANOTHER STUDENT, THAT STUDENT BECOMES "STUCK IN THE MUD" AND MUST STAY FROZEN. IF A STUDENT BECOMES STUCK IN THE MUD, THEY STAND IN FRONT OF THE STUDENT THAT THEY WERE TRYING TO UNFREEZE. BOTH STUDENTS CAN BE FREED IF ANOTHER STUDENT CRAWLS THROUGH THEIR LEGS. THE GAME CONTINUES UNTIL ALL PLAYERS ARE CAUGHT.

IF THE TAGGERS ARE FINDING IT TOO DIFFICULT TO FREEZE EVERYONE, ADD A FEW MORE TAGGERS TO THE GROUP.

