# Year 2 Games 3 Lesson 1 Objectives

- To play a simple tag game using a large ball
- To work co-operatively in small group

## Introduction/ warm up (Connection and Activation)

**Warm Up Game – ‘Roll Tag’:**

- Half the class rolling, half the class dodging inside grid/activity circle. Aim to hit below the knee, if hit, join the group outside the grid.

## Main (Development/ Application)

### Development: Mini Dodge Ball

- Played in 2 groups in half of hall area, use 1 group to demonstrate and insist on safe movement:
  - 1 child in bib in middle of grid, others try to tag by rolling soft ball to hit below the knee
  - Try with 2 children in the middle.
  - Try with a small soft ball.

*What can we do to help catch the dodgers - roll/throw quicker, dummy, or pass the ball to another child in a better position?*

- Try each one, see if it helps. Change roles & repeat.

### Application: Release Tag

- Assign 3 – 5 taggers based on group ability – each to be given a bib
- Assign 3 RELEASERS - Releasers each to be given a handball.
- If a player without a ball is tagged by one of the taggers, they stand stuck in the mud. However with hands in position to catch a ball.
- Releasers find those that have been tagged, throw ball to them with one hand, person caught catches ball with 2 hands and throws back to releaser.

### Cool Down: Body Part Partners

- In appropriate area for all to move without constantly bumping into others (eyes up). Children to work in pairs. This time call a body part. Partners have to find each other and put that body part together.

### Plenary:

- *Was anybody not hit with ball - how did you manage it?*
- *Who managed to tag someone else?*