

## Year 3 - Invasion Games 2 - Page 1

We are developing our agility skills to evade opponents.



### Warm-up - Everybody's it!

Establish a big playing space for all your students to run around safely. The aim of the game is simple, everybody is it, and anybody can tag anybody. If tagged in this game, children must kneel down and put a hand in the air. Anybody else who is in the game can then free others by running past and giving them a high five. Possible progressions or challenges within the game could be:

- See who can avoid being tagged in a 30-60s round.
- See how many people you can release.
- See how many people you can tag within a game.

### Activity 1 - Tower Tag

Using the available space, choose 2 taggers and 2 children for the demolition team. The taggers must try to tag the rest of the children. Taggers chase the children around. The child makes a tower when tagged by standing on their tiptoes with arms stretched above. The demolition team can release 'towers' back into the game by passing a hula hoop over the tower, over their arms, down to their feet and demolishing the tower.

- L1 - dedicate safe zones, make the space bigger, use fewer taggers or have more children on the demolition team.
- L2 - 2 taggers, 2 demolishers as described above
- L3 - fewer children on the demolition team or work in pairs, so they both have to pass the hula hoop over the towers to demolish them or make the space smaller.

### Activity 2 - Crossover

Students work in teams of 6 or 7. On a pitch, two teams play with half a pitch each as their zone. Each team needs a line behind their zone. This could be marked out using skipping ropes or floor lines and becomes the end zone. The game aims to get the whole team across the pitch and into the other team's end zone. Once students cross onto their opponents' playing area, they can be tagged by the opposing team. Once they are tagged, they are temporarily out of the game. This is how the opponent defends their end zone. Once tagged, the student freezes with their hands held above their head. Their teammates can free them by high-fiving them. Students can come out of their playing area or the other team's end zone to free their teammates. The game continues until one team has all members in the different end zone, or after a set amount of time, the team with the most players in their end zone wins.

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### Equipment:

- Hoops
- Floor lines or skipping ropes to use as end zone markers

### Set up:

- A large playing space.
- End zones set up for the crossover activity