

Shark Attack

How to play this game:

Divide the children into three or four teams and name each team after a fish, e.g. Cod, Haddock, etc. A child stands in the centre of the playing area; he/she is the 'shark'. Each team stands and waits in a different corner of the playing area. The adult/leader then calls out the name of a team, e.g. "Haddock". That team then jogs around the child in the centre.

After a short time, the adult/leader calls out "Shark Attack!". The children try to get back to their corner before the shark tags them. If they get back safely then they wait for their next turn; if they are tagged by the shark, they too become a shark and wait in the centre of the playing area.

The adult/leader then calls out the name of another team and they jog around the sharks. The game is repeated until all the children have been captured.

Adaptations

Change the size of the space.

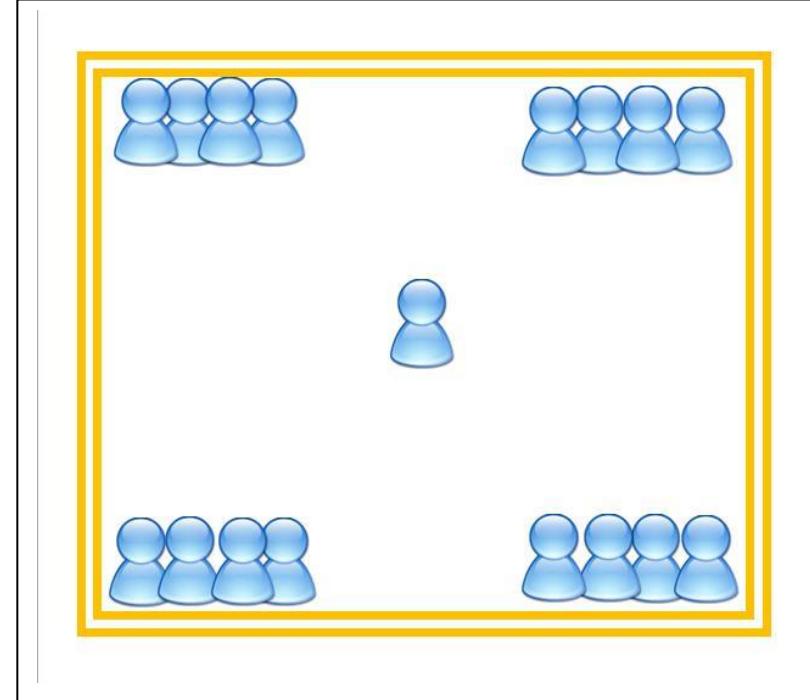
Put a circle of cones around the shark that the team that is 'on' have to run around. The shark must not leave this space until you call out "shark attack". The circle can easily be made bigger as you have more sharks or smaller if the sharks are not catching anybody.

Have two or more teams 'on' at any one time.

Make this a team game by giving each team a set of coloured bibs. The team that wins is the team that has the last remaining child.

Call out two team names, these teams have to cross over and run to each other's space, call out "shark attack" quite quickly after naming the two teams that are on.

Create 'safe zones' for each of the teams in areas that are directly opposite where they need to return to. Limit the time that a child can stay in their 'safe zone'.



Learning Objectives

- Keeping fit, cardiovascular fitness
- Fun warm-up
- Co-ordination and agility
- Taking turns

Resources

- Activity area