

Farmer and Poacher

How to play this game:

Children sit/stand in circle. The distance between each child must be wide enough for another child to run between. In the centre of the circle place a large soft ball, old jumper or a similar suitable object (this is the chicken!). Ask one child to turn their back and close their eyes (they are the poacher). Then choose one child who is the farmer. The poacher then opens their eyes and walks around the circle looking for an 'open gate'. The child then enters the circle by walking in-between two children. (The poacher must leave the circle through the same gap that she/he used to enter the circle.) Once inside the circle, the poacher tries to steal the 'chicken'. As soon as the poacher touches the chicken, the farmer jumps up and tries to tag the poacher. The farmer must also leave the circle through the gate used by the poacher and give it to the adult/leader before they get tagged by the farmer.

Adaptations

Change the game so that all the poacher has to do is leave the circle through the 'open gate' before being tagged.

Change the method of travel e.g. jump, hop etc.

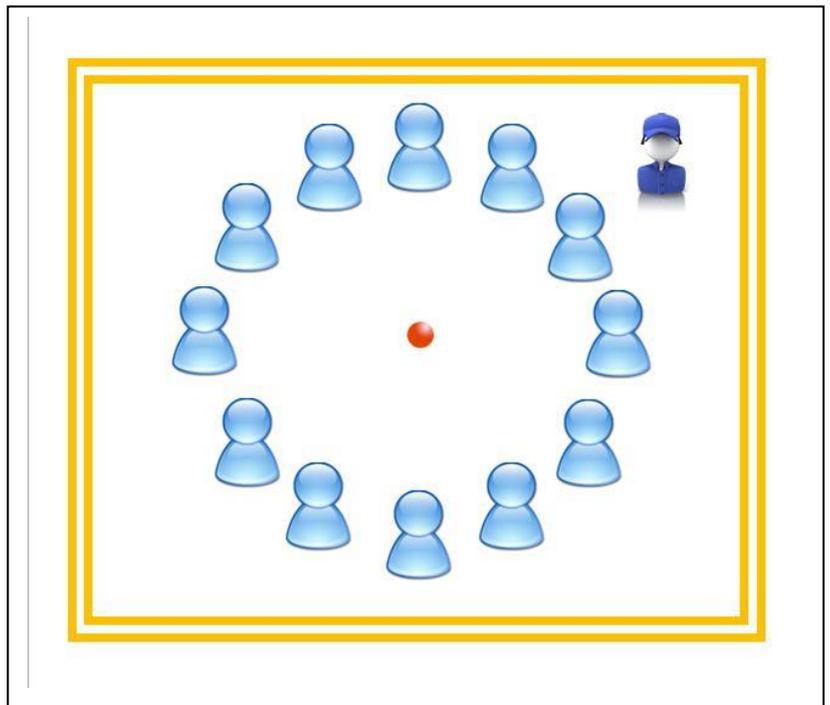
Change the size of the circle.

Changing the item of equipment that the poacher has to get to the adult/leader can change the dynamic of this game. A core stability ball is a lot more difficult to run with for example.

Limit the amount of time the poacher can spend walking around the circle and looking at the other children for clues as to who could be the farmer.

If the adult/leader is more dynamic and keeps moving around the circle makes the poacher try to time his or her entry and escape so that they don't have to run as far.

Nominate 2 farmers at different places around the circle.



Learning Objectives

- Keeping fit, cardiovascular fitness
- Fun cool-down
- Taking turns
- Running fast over short distance
- Agility and reaction speed

Resources

- Activity area
- Ball