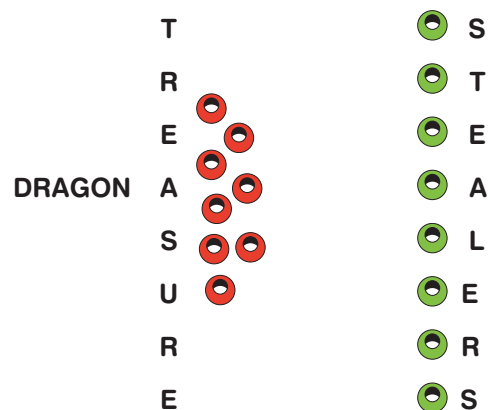


Dragons Treasure

How to play / Teaching points

In small groups of between 3-6 pupils. One pupil is the Dragon and sets up a treasure chest using some cones and beanbags etc at a given distance away from the 'stealers den'. The other pupils are the stealers and set up a stealers den again using cones.

When the Dragon turns their back on the stealers they can move forwards from their den to try and steal the treasure. As soon as the Dragon turns around the stealers have to freeze. If the stealers are moving then they get sent back to their den. If they are not they can stay in the game. If the stealers manage to steal some treasure then they can run back to their den. The dragon chases them, if they catch them then the Dragon gets their treasure back, if not they get to keep it. The game continues.



Dragons Treasure (continued)

Adapting the activity

Enable

- Teacher directs which body schooling action the stealers should use to try and steal the treasure
- Stealers select an action from a group of cards selected by either the teacher or themselves at the start of the game
- Allow pupils to refer to module 1 CD Rom or data resource cards to remind them of the actions covered
- Practise actions

Challenge

- Dragon could tell the pupils which action to use
- Pupils choose which action they use to try and steal the treasure. When they freeze they must show good body tension and clarity of shape. If the Dragon can name the action they were doing they can stay in the game, if they cannot name the activity they get sent back to their den

Health Related Exercise benefits

- Strength, stamina, flexibility

Links to future learning

- > Dodging and chasing activities and games

