

Frog, Pogo, Hop Tag

How to play / Teaching points

Pupils divided equally into 3 groups. One group Frog hops, one group Pogo jumps, and the last group high Hops.

The frog hoppers chase the pogo jumpers, the pogo jumpers chase the high hoppers and the high hoppers chase the frog hoppers.

When tagged, hold any Body Schooling shape or position. To be freed, anyone else can perform the same action in front of you.

Remind the pupils that you are interested in the quality of their work not how many times they have been caught. Remind all pupils that they are responsible for their own and others safety.

Adapting the activity

Enable

- Practise Frog Hopping
- Practise Pogo Jumping
- Practise high Hopping
- Play in small groups in their own garden with only two of the actions. Rotate the actions so pupils develop an understanding
- Start by chasing a nominated individual
- Join two gardens together etc. See CD Rom 'using apparatus' section
- Each group to wear a different colour bib
- Limit the amount of time the game is played for

Challenge

- Everybody everywhere', see 'using apparatus' section on CD Rom
- Can only be freed by another member of your group
- Extend the amount of time the game is played for

Health Related Exercise benefits

- Stamina and strength

Links to future learning

- > Spatial awareness, peripheral vision, multi tasking

