

Robin Hood

How to play this game:

Split children into 4, 5 or 6 teams and number them 1 to 4 or 5. If there are 4 teams set the teams out as below behind 4 hoops in a square, if you have 5 teams have a pentagon shape etc. When the adult/leader calls out a number, those children with that number have to run out and steal a marker or bean bag and return it to their hoop. They may only carry one marker at a time. Markers can be 'stolen' from other team's hoops. The first team to get 3 markers in their hoop is the winner.

If you have 4 teams have between 7 and 9 markers, for 5 teams you should use between 11-13 markers. You can reduce the number of markers to make it harder for teams to win. Issue a point for every round a team wins but deduct points if other members of a team try to interfere with the game by trying to defend the markers in their hoops.

Adaptations

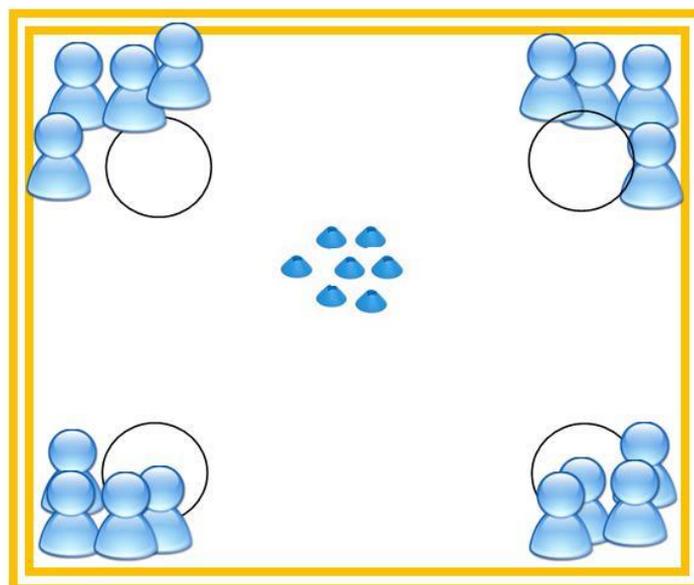
Change the method of travel, e.g. skipping, hopping or jumping.

The number of cones/beanbags/markers can be reduced but it becomes harder to win with fewer markers.

Introduce one marker or cone which is differently coloured, this marker can be worth the equivalent of 2 ordinary markers. Alternatively put a sticker on the underside of one of the markers and children will only know that it is worth 2 when they pick it up.

You can make the playing area bigger but be careful if the hoops are more than 10m from the centre then children are going to tire quite quickly.

Have two or even three runners from each team on at any one time.



Learning Objectives

- Taking turns
- Co-ordination
- Running fast over short distances
- Cardiovascular fitness
- Can be used as a fun cool-down or warm-up

Resources

- Activity area
- Hoops
- Cones