



# MAIN ACTIVITY

## GAME

### Crazy Horses

Summer 2 – Week 34

## LEARNING OUTCOMES:

- Gross and fine motor skills.
- Team work and encouragement.
- Spatial awareness.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: World / Literacy / Expressive.

## TIME:

10 mins.

## EQUIPMENT:

Tags/ribbons.

## SAFETY:

Make sure all children run in the same direction.

## SET-UP:

Split the group in half, one team are the horses the other team are the chasers / cowboys or cowgirls.

## DESCRIPTION

The team who are the horses have a tag for a tail, they must tuck the tail into their shorts/trousers at the back. The chasers / cowboys or cowgirl have to round up the horses by chasing them and pulling the tails. Once a child's tail has been caught, they join the chasers team. Once all the tails have been caught the teams swap roles.

## PROGRESSION/VARIATION

1. This can also be played where all children start as horses, the teacher is the cowboy /cowgirl and catches the first horse. In this version when a child is caught, they become a cowboy/cowgirl (so just swap teams). This version means nobody is ever sitting out. In both versions the teacher can blow the whistle and stop the game at various times for the children to identify who still needs catching.