



MAIN ACTIVITY

GAME

Shark Attack

Autumn 2 – Week 9

LEARNING OUTCOMES:

- Team work and encourage teammates.
- Winning and losing.
- Fine and gross motor skills.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: Literacy / World / Maths.

TIME:

10 mins.

EQUIPMENT:

Catching nets, balls and hoops.

SAFETY:

Make sure children are not waving the nets around.
Ensure the group are aware of other children and the balls which are spread out on the ground.

SET-UP:

Scatter the balls around the area and place two hoops at either end. Each child requires a catching net.

DESCRIPTION

The balls are the fish, the hoops represent the fisherman's boats and the teacher is the shark. The children have to catch one fish (ball) in their catching net and put it inside the hoop, they then run to catch another fish. All children have to work hard to catch the fish before the shark comes. The teacher can get all the balls and throw them up as if the shark is letting all the fish escape.

PROGRESSION/VARIATION

1. Split the group into two teams, sharks and fishermen, the idea is to see which team can catch the most fish.
2. Team relay: Split the group into two teams, one child from each team runs to catch a fish in their net and puts the fish inside their teams' hoop. The team that catches the most fish when the teacher shouts stop wins.