



MAIN ACTIVITY

GAME

Space Rescue

Spring 1 – Week 13

TIME:

10 mins.

EQUIPMENT:

Flat markers/mats.

SAFETY:

Be aware of other children running, only run once across the area when prompted.

LEARNING OUTCOMES:

- Speed, agility and gross motor skills.
- Listening and reacting.
- Winning and losing.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: Literacy / World / Expressive / Maths.

SET-UP:

Place mats at either end of the area in a line to indicate the sides of space.

DESCRIPTION

The teacher is the Spaceman and the children are astronauts lost in space. The aim is to be the last astronaut to be rescued. Children line up at one side of the area and the teacher is in the middle. Upon the command of "blast off" the children run across the area to try and get to the other side. If they get to the other side they stay there, but if they are tagged / caught then they join the Spaceman in the middle so they become a catcher.

PROGRESSION/VARIATION

1. Pick a child to be the Spaceman in the middle to start the game.
2. Reduce or increase the area size.
3. Limit the amount of times they run across the area, so if they make it 3 times across they win and a new game begins.