



MAIN ACTIVITY

GAME

Zoo Rescue

Autumn 2 – Week 10

TIME:

10 mins.

EQUIPMENT:

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 / Maths / World / Expressive.

SET-UP:

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

DESCRIPTION

The teacher is the zookeeper and the children can choose which animal they want to be. The aim is to be the last animal to be caught. Children line up at one side of the area and the teacher is in the middle. Upon the command of “zoo escape” 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 zookeeper in the middle so they become a catcher.

PROGRESSION/VARIATION

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