



Farmers & Rabbits



Fun Activity

Medium Energy

Equipment required

Bibs

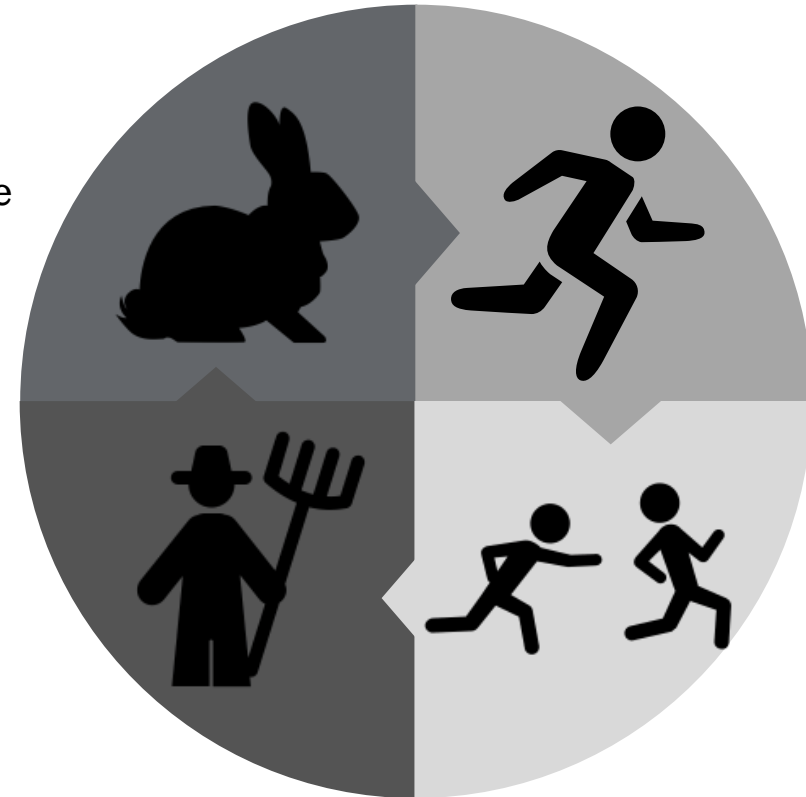
NB: Other adaptations applicable

Activity Overview

Select two catchers (farmers). Their aim is to catch the other children who are rabbits. The rabbits tuck a bib into the top of their t-shirt or at the top of their shorts. The farmers then have to catch the rabbits by pulling out their tails. If a rabbit's tail is stolen, The rabbit turns into a farmer.

Outcomes and Skills Development

- Fine motor skills & movement (Running, Coordination)
- Awareness of collaborative work through turn-taking
- Positive behaviour that contributes to fair play: accepting defeat & following rules
- Apply group tactics & strategies





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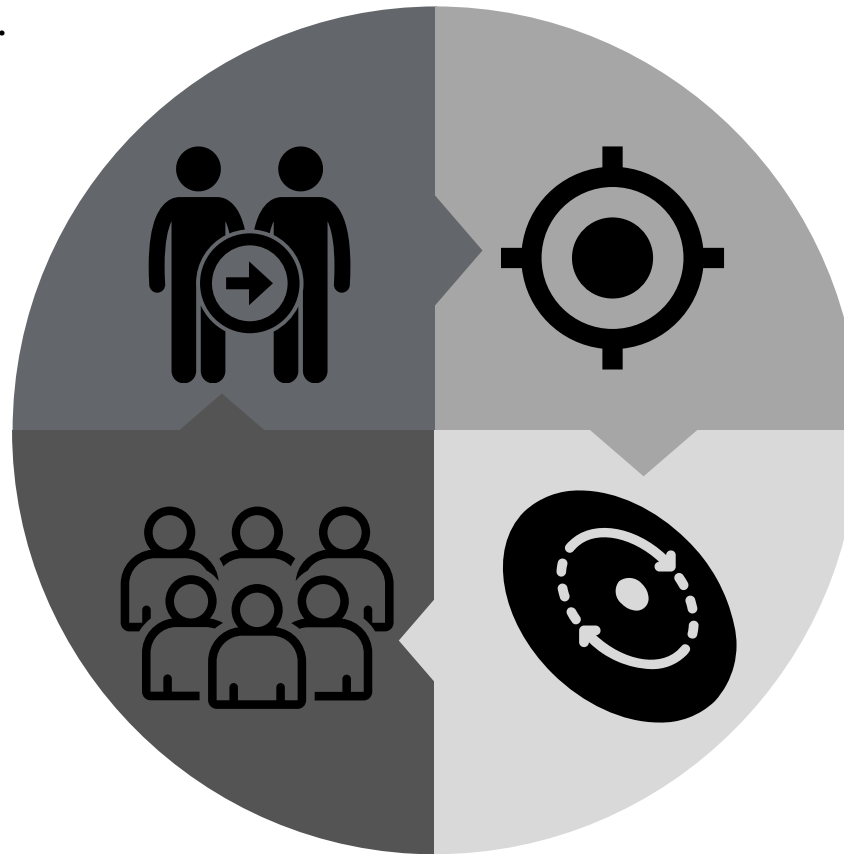
Modifications

1 -2- 1

Create a small corridor with cones or markings on the floor. One player is the rabbit and 1 is the farmer. The rabbit aims to get to the other end of the corridor without leaving the marked area or being caught.

Small Group

Follow the Activity Overview, but reduce the size of the playing area and start with 1 farmer.



Progression

- Increasing the size of playing area, will make it harder for the farmers.
- Can add "rabbit holes" as safe zones.
- When Players are caught, they don't become a farmer, but become "startled (stuck in mud) and another player can release them by: running through legs or mirroring an action.
- During the last game, farmers can collect the bibs instead of returning them.