



Funky Seaweed



Fun Activity

High Energy

Equipment required -
cones to mark out area

NB: Other adaptations applicable

Activity Overview

One person is the "octopus" (catcher). Children have to try and get to the other side of the room without being caught by the octopus. The leader will give a 3 second count down for children to get ready to cross. If they are caught, they stand where they are caught and become a 'funky seaweed'. Funky seaweed must NOT move their feet but can catch others with their hands as they try and cross the river. If the funky seaweed catches someone trying to cross, they too become a piece of 'funky seaweed'. The object of the game is to try and cross without being caught

Outcomes and Skills Development

Fine motor skills & movement (Running, Agility)

Awareness of collaborative work through turn-taking

Positive behaviour that contributes to fair play: accepting defeat & following rules

Listening skills





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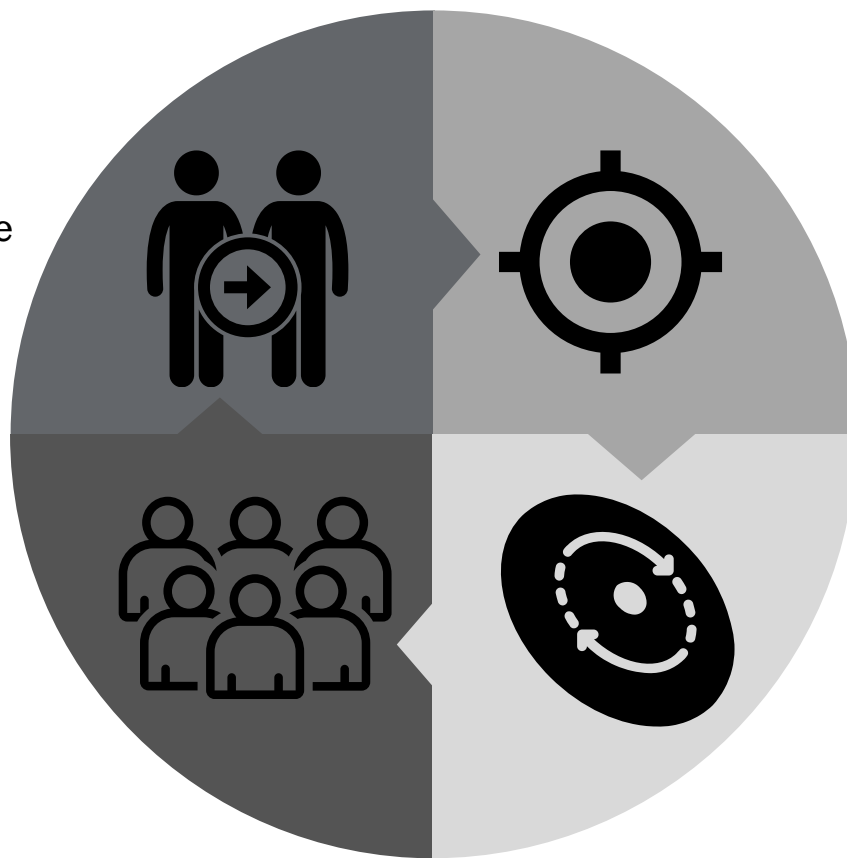
Modifications

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Create a small corridor with cones or markings on the floor. One player is the runner and one is the catcher. The runner aims to get to the other end of the corridor without leaving the marked area or being caught. The catcher has 15 seconds to try and catch them.

Small Group

Set up as per the Activity Overview. If group is smaller than 6 people, allow the 'seaweed' to move side to side rather than standing still.



Progression

- Add more catchers
- Add areas of the curriculum e.g. science - change the area to space and have people trying to get from 1 planet to another etc. Add in some facts as you progress.
- If more than 1 catcher, can discuss tactics for how to catch runners