FUN GAMES*

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- 1 LIFE ORIENTATION
- 2 Grade 4
- 3 PHYSICAL DEVELOPMENT AND MOVEMENT
- 4 Module 14
- **5 FUN GAMES**
- 5.1 Fun games for groups: (INVASION GAMES)
- 5.2 Activity 1
- 5.3 To play fun games in groups [LO 4.1]

These games can be played out of doors or, if the weather is bad, in the school hall. (Some of the games have been adapted from the book *Crows and Cranes*, University Publishers, 1987, Justus Potgieter and Jan Malan).

5.4 Foxes and geese

The only material needed for this game is one coloured band per group and a whistle for the educator. Divide the class into groups of 4 - 6 learners.



Figure 1

The groups are called "Geese" and they stand in a single row. The front "Goose" stands with his/her hands on his/her hips and the others place their hands around the waist of the "Goose" in front of him/her.

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The "Goose" who stands last in line puts a coloured band in the waistband of his/her sports shorts. A "Fox" is chosen for each group.

As the game is about to begin, the "fox" stands in front of the row of "geese".

When the educator blows the whistle, the "fox" tries to rob the "geese" of the coloured band.

The "fox" is not allowed to hold onto the "geese" and the "geese" are not allowed to use their hands to ward off the "fox".

When the "fox" has succeeded in robbing the "geese" of their "tail", the whole team has to sit down. The group that succeeds in outmanoeuvring the "fox" for the longest period of time is the winner.

5.5 Leggie

Material for the game: a cricket or tennis ball for every two groups.



Figure 2

Divide the class into groups of 5 - 10 learners. There must be an equal number of groups.

Two groups stand at a distance of 5 m opposite each other.

Each group tries to roll or throw the ball between the legs of their opponents.

One point is allocated to the one group if an opponent from the other team tries to catch the ball but drops it.

One point is scored each time that the group succeeds in sending the ball through the legs of their opponents.

The team with the highest score at the end of the game is the winner.

5.6 Wolf In The Woods

Material: blackboard chalk or a rope to mark off the "house" and the "cave".

The educator selects a "mother goat" and a "wolf".

The "mother goat" stands in her house.

The "wolf" stands in his cave.

The "kids" run around freely and gambol in the woods.



Figure 3

When "Mother Goat" calls, "Children, children come home!" all the "kids" must run to the demarcated "house".

The "wolf" must now try to catch some of the "kids".

When a "kid" has been caught, he/she has to sit in the "wolf's" cave.

When the "kids" are safely inside the house, the "Mother Goat" calls, "Children, children, go play in the woods!" All the remaining "kids" then go to play in the "woods".

The last remaining "kid" is the winner.

6 Assessment

LEARNING OUTCOME 3: PERSONAL DEVELOPMENT

The learner will be able to use acquired life skills to achieve and extend personal potential to respond effectively to challenges in his or her world.

Assessment Standard

We know this when the learner

4.1 participates in a variety of simplified invasion games.