

**Name/Title:** Sailors and Sharks

**Purpose of Event:** To use skills of fleeing and dodging in order to avoid being tagged.

**Prerequisites:** Ability to tag safely; ability to move safely through general space (avoid others); introduction to and practice in skills involved in chasing, fleeing, and dodging.

**Suggested Grade Level:** 2-3

**Materials Needed:** 4-5 (or more) floor mats scattered around the playing area; a number of pinnies.

### Description of Idea

Students begin standing on the ships (mats). One student, the shark, wears a pinney. At the signal from the teacher of "sailors swim", the sailors (students) scatter (have them do locomotor movements other than running) to a new ship (i.e. mat). If tagged by a shark, the sailor must put a pinney on and become a shark in order to help capture the remaining sailors. Begin a new game periodically, when there are a few students left.

This students really enjoyed this activity and like making our gym floor an ocean. Sailors could also turn into other sea life besides just sharks.

### **Teaching Suggestions:**

Depending upon the skill of your students, you can use a lesser or greater number of boats, and/or put them closer together.

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Submitted by **Karmen Johnson** who teaches at Martin Grade School in Martin, SD. Thanks for contributing to PE Central! **Posted on PEC: 5/12/2016.**

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