





LEVEL 2 SAMPLE 1: FARMERS TAG HURLING / FOOTBALL / HANDBALL / ROUNDERS



FARMERS TA	G
EQUIPMENT NEEDED • Cones • Bibs	GAME SET-UP • Set up playing area with cones
∏Space ∱Time/Task	≜ Equipment †People Rules

M	Bibs
lack	Cones

Farmers Tag

Organisation

- Set up the area as shown
- Nominate 1 child to be fox (red bib)
- Nominate 1 child to be farmer (yellow bib)
- Everyone else are sheep
- Fox aims to catch the sheep; farmers must roll over the sheep if caught
- Rotate roles regularly

Use STEPR to adapt and progress activity

Space, Time/Task, Equipment, People, Rules

Notes			