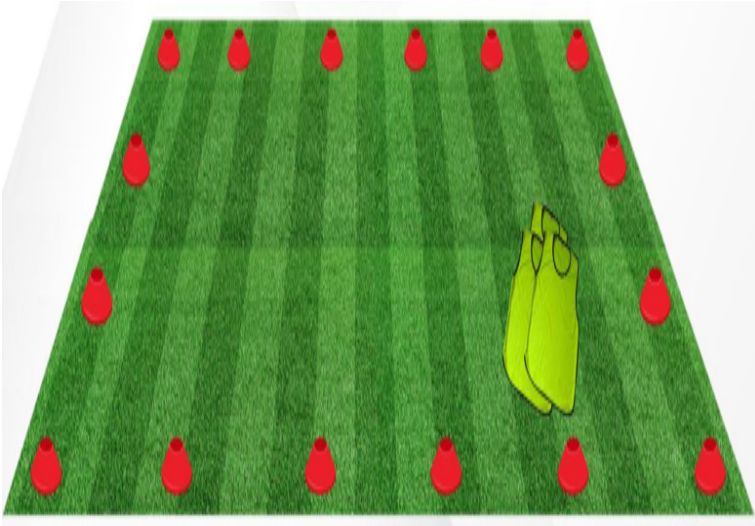


LEVEL 2

SAMPLE 1: FARMERS TAG DIAGRAM

HURLING / FOOTBALL / HANDBALL / ROUNDERS



EQUIPMENT LIST



Bibs



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
