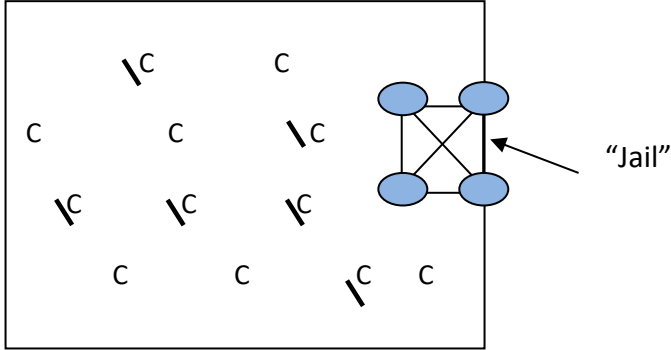


Outdoor Experience (4, 5 and 6 years old)

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| Learning Experience: Police and Thief Game | Shared by: Janeth Ng |
| Environment: Open space for running activity | Estimated time: 40 minutes |
| Children's prior knowledge: <ul style="list-style-type: none">• Children demonstrate the ability to run, gallop and perform static balance. | |
| What children will experience (NEL Learning Areas): <ul style="list-style-type: none">• Children will follow rules and be aware of individual and group safety when playing a game as a class <p>Motor Skills Development</p> <ul style="list-style-type: none">• Children will enjoy through participation in a variety of physical activities• Children will develop healthy habits and safety awareness at home, in school and at public places• Children will learn appropriate behaviour that promote individual and group safety <p>Social and Emotional Development</p> <ul style="list-style-type: none">• Children will communicate, interact and build relationships with others• Children will work and play cooperatively in a group | Suitable for: <ul style="list-style-type: none">• 4 to 6 years old |
| What you will need: <ul style="list-style-type: none">• Sashes or thick ribbons - 1 for every pair of children | Benefit-Risk Assessment: <p><u>Benefit:</u></p> <ul style="list-style-type: none">• Children to enjoy playing a tagging game with their friends safely. <p><u>Risk:</u></p> <ul style="list-style-type: none">• Collision among children while running• Children are tired from running |

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| | <p><u>Management:</u></p> <ul style="list-style-type: none"> • Remind the children to look out for each other as they run in the space • Give sufficient rest time between each round of tagging game • Remind the children to hydrate themselves especially during a hot day |
| <p>How to make it happen:</p> <ol style="list-style-type: none"> 1. Conduct a warm-up before the start of the activity. 2. Get the children in pairs. Tell them that one child will be the “police” while the other is the “thief”. Get the “police” to put on a sash or thick ribbon to differentiate them from the “thieves”. 3. When the teacher calls, “Thief! Thief!”, the “police” starts chasing the “thief”. The “police” can only catch the “thief” who is his/her partner. Once tagged, the “police” puts the “thief” in “jail”. Remind the children to look out for each other as they run in the space. (Note: You may join in the game and play with the children.) 4. Highlight the following rules to ensure the children’s safety when playing the game: <ul style="list-style-type: none"> • All players can only run within the play area. • The “police” can only tag the “thief” on the shoulder. • The game ends when all the “thieves” are in “jail” or when the time is up, whichever is earlier. Allow the children to take turns being the “police” and the “thief”. 5. Challenge the children by increasing the difficulty level of the game. Allow the “police” to catch any of the “thieves”. The game ends when all the “thieves” are in “jail” or when the time is up, whichever is earlier. Allow the children to take turns being both the “police” and the “thief”. 6. Conduct a cool down activity at the end of the activity. | <p>Layout:</p>  <p>Key: C – child ● – poly marker \ – sash or thick ribbon</p> |