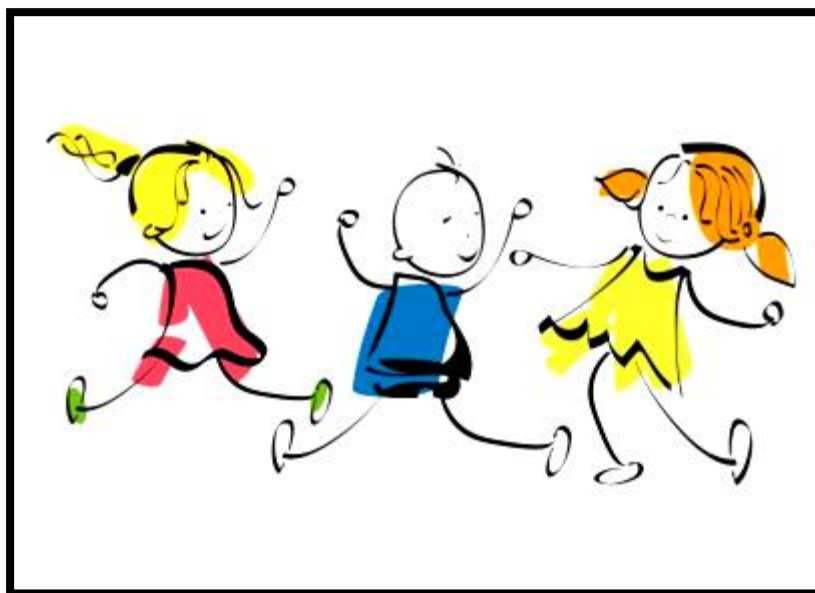


Rabbits



<u>Target group</u>	<ul style="list-style-type: none">• Age: 3 - 6
<u>Material</u>	<ul style="list-style-type: none">• None
<u>Procedure</u>	<ul style="list-style-type: none">• The game starts by dividing all the players into two equal groups.• One group constitutes the burrows and the other one the rabbits.• Players who represent the burrows should spread throughout the space delimited and take a standing position with legs apart without moving.• The teacher or educator then gives the order to run for rabbits, they can run through the entire space.• Then the teacher gives another order that determines the rabbits' burrow, and the rabbits have to go on all fours



	<p>under the legs of the burrows, coming behind the burrows to avoid shocks.</p> <ul style="list-style-type: none"> • After four or five rounds, children change position. Rabbits take the place of burrows and vice versa.
<u>Variations</u>	<ul style="list-style-type: none"> • hopping • jumping • with giant's steps; • with dwarf's steps.
<u>Aims</u>	<ul style="list-style-type: none"> • motor coordination • concentration • agility.
<u>Comments</u>	<ul style="list-style-type: none"> • The game can also be done with arches replacing the burrows, and then all children become rabbits. • And you can also play along with the whole group at the same time.

