



Caught!

<u>Target group</u>	Children - 3 to 6 years old
<u>Material</u>	No material
<u>Procedure</u>	Initially, one of the players is chosen. He has to catch the other children after having count up to 20 or 10 (or when the teacher says 'Go'). All other players must escape the "catcher", within a given enclosure. When they are caught, the other players freeze legs and arms open, where they were caught waiting to be "saved" by another child during the next round. To save a child, who was caught the other children have to go under the legs. For each round the children return to the catcher.
<u>Variations</u>	You can decide that there is a nest, a place where they can be safe, where they cannot to be caught, but they cannot remain there for a long time.
<u>Aims</u>	Development of motor coordination, visual-motor skills and agility.
<u>Comments</u>	



Education and Culture DG

Intensive Programme – 2013

Discovering, creating and learning with all senses

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