



Pirate's gold

The pirate's crew try to steal the gold from the pirate and make it home without being tagged. Play with 4–30.

What you need

- > An item that can be used as the gold (e.g. a bean bag, ball or skittle)



What to do

- > One player, the pirate, stands with their back to the group (the pirate's crew). The gold is placed on the ground 1 metre behind the pirate.
- > The pirate's crew line up across the starting line, 15 metres behind the pirate.
- > When the pirate's back is turned, the pirate's crew approach the gold.
- > When the pirate turns around, the pirate's crew must freeze. If the pirate sees any of the crew moving, they call out their names. These crew members return to the starting line, and begin again.

- > When the pirate turns back around, the game continues.
- > The first crew member to reach the gold picks it up and tries to run back to the starting line before being tagged by the pirate.
- > Swap pirates after each game.

Change it

- > Vary the type of movement skill of the pirate's crew (e.g. skipping, hopping or jumping).
- > Ask players to freeze in different positions or balances.

Safety

- > Make sure players don't dive onto the treasure in their attempt to steal it.
- > When the pirate is tagging a crew member, they must tag gently between the shoulders and the waist.

Ask the players

- > What's the best way to hold a position and not move?
- > Can you explain your feelings at different stages of the game?
- > How might the feelings you identified make it easier or harder to freeze?
- > What can you do to control your feelings?

LEARNING INTENTION

Pirate's gold is an introductory activity that acts as a warm up for players as well as allowing them to practise holding a basic shape.

PHYSICAL LITERACY ELEMENTS

STABILITY/BALANCE REACTION TIME

SELF-REGULATION (EMOTIONS) ENGAGEMENT AND ENJOYMENT

TACTICS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO09

ACPMPO29