



# Here, there, nowhere

On a call from the teacher, players run towards the teacher [here], away from the teacher [there] or do an activity on the spot [nowhere]. Play with 6 or more.



## What to do

- > Establish a playing area – larger for children learning space-player awareness skills.
- > Explain the calls.
- > Start slowly [e.g. shuffling, crazy walks, tip-toes].

## Change it

- > **Add extra calls [e.g. 'high-5s']** – children 'high-5' three other children; feet must be off the ground when hands touch. Call a 'balance' – on one leg, one leg and one hand, two hands and one leg...
- > **Use different travelling skills** – hop, skip, long steps, jumps, high steps.



## Calls

- > **'Here'** – players run toward the teacher.
- > **'There'** – players run away from the teacher.
- > **'Nowhere'** – players bounce on the spot.

## Safety

- > If indoors, boundaries should be away from walls or freestanding objects.
- > Players should be familiar with space and player awareness activities such as *All-in-tag* and *Look out for others!*

PHYSICAL LITERACY ELEMENTS

MOVEMENT SKILLS  
STABILITY/BALANCE

RELATIONSHIPS

RULES

AC:HPE CONTENT DESCRIPTIONS

ACPMPO08  
ACPMPO25  
ACPMPO43

## LEARNING INTENTION

*Here, there, nowhere* builds on introductory awareness activities. Depending on the "calls" that you make, students can practise movement skills and static and dynamic balances.