



Australian Government
Australian Sports Commission

F-2

3-4

5-6



Treasure

One team called Ninja tries to steal the sacred jewels of the Emperor (the treasure) from the Imperial Palace which is guarded by another group, the Samurai warriors. The Ninja try to fight their way past the Samurai guards by one point sparring matches. (Play in teams of 4–6.)



What you need

- > 4 markers to define a square playing area
- > A hoop with several tennis balls inside (the treasure)

What to do

- > Form 2 equal teams of 4–6.
- > One team is a band of Ninja assassins who plan to attack the Imperial Palace and steal the sacred jewels of the Emperor (the treasure).
- > The other team is a group of noble Samurai warriors whose job it is to guard the Imperial Palace.
- > The Samurais line up around the treasure and each one faces a different Ninja opponent.
- > Both players spar with one another, trying to score a point by lightly tagging their opponent's arm between the elbow and the shoulder.

NINJA STORES



- > If the Ninja wins, they can steal a ball and return it to their stores. If the Samurai wins, they may reclaim a ball from the Ninja's stores.
- > Players swap partners and then try again.
- > Set a time limit for teams to steal or reclaim as much treasure as possible.
- > Swap roles regularly.



Change it

- > Let the game run a little before any intervention — let the kids play.
- > Manipulate the make-up of teams so that all players have the opportunity to experience winning.

Safety

- > Players must only touch each other lightly.
- > Players may only tag with an open hand.

Ask the players

- > What do you need to do/remember to have the best chance of success?
- > What are the key points for successful sparring?
- > How can you work together to get the best results?

LEARNING INTENTION:

Treasure is a fast paced game aimed at developing students' ability to apply movement concepts and strategies while promoting teamwork and developing defending skills.

SKILL FOCUS

DEFENDING TEAMWORK

CONTENT DESCRIPTIONS

ACPMIP061 ACPMIP063