



# Treasure

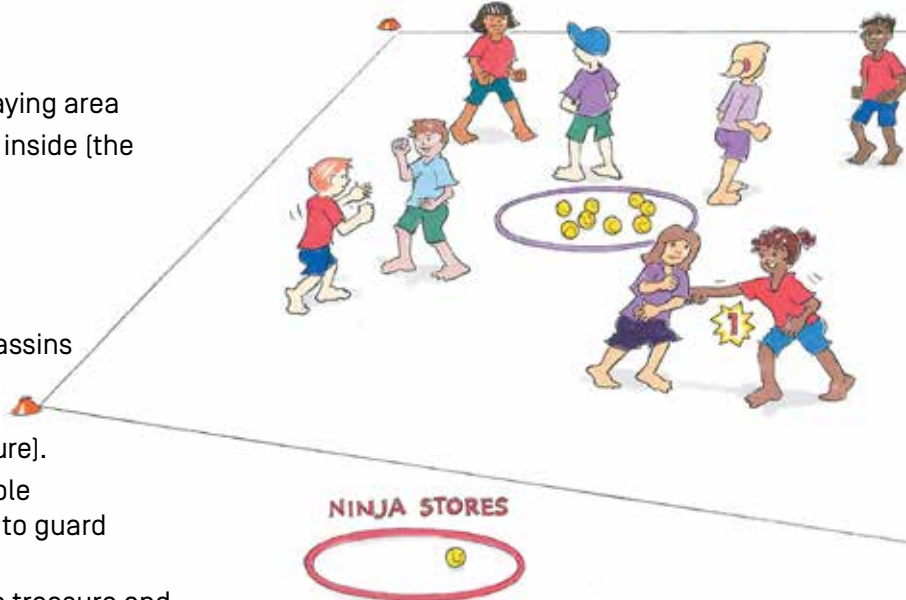
The Ninja compete against the Samurai guards in a one on one tag game where they try to make their way past their opponents. Play in teams of 4–6.

## 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 engage in a one on one tag game, where they try to lightly tap the back of their opponent's arm between the elbow and the shoulder.
- > 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 success and/or develop new friendships.



## Safety

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

## Ask the players

- > What did you do well/not so well in the game?
- > What could you do differently to be more successful next time?
- > What do you need to do/remember to have the best chance of success?
- > What are key points for successful one on one tagging (when attacking and defending)?
- > 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, relationships and defending/attacking skills.

PHYSICAL LITERACY ELEMENTS

AGILITY SPEED

CONFIDENCE SELF-PERCEPTION

RELATIONSHIPS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO61

ACPMPO63