

F-2

3-4

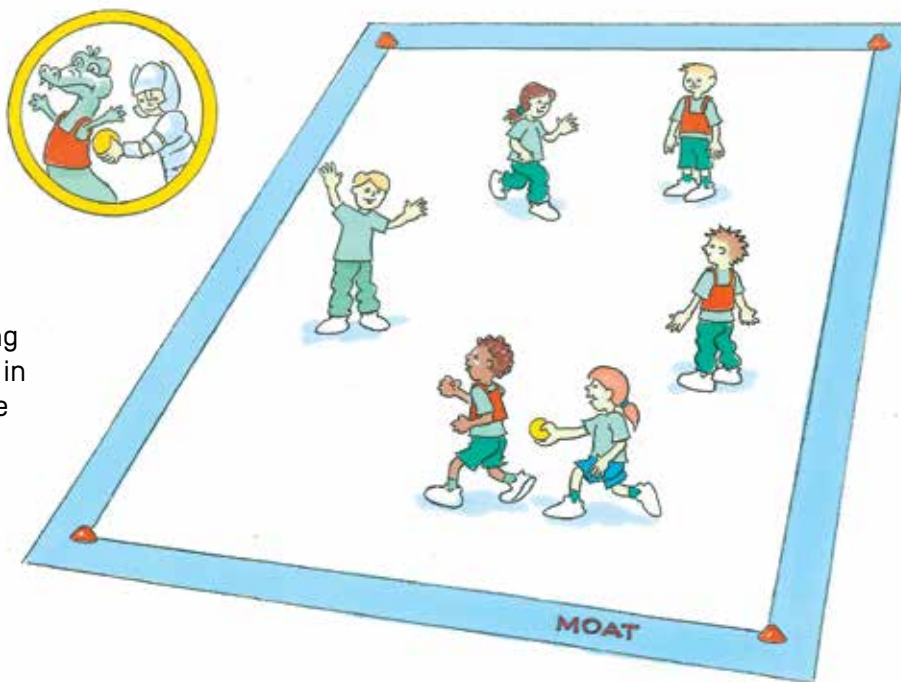
5-6

SKILL DEVELOPMENT

GAME CONCEPTS

# Warriors and dragons

One team, called the Warriors, pass a ball to each other and try to tag members of the opposing team, called the Dragons. If Dragons are tagged they become Warriors. When all the Dragons are caught the teams swap over.



## What to do

### Setting up

- > Establish a playing area. A moat surrounds the playing area. A moat is not required in the pool version of the game
- > Two teams: Warriors and Dragons
- > One medium sized ball
- > Bibs for the dragons. In a pool use caps.

### Playing

- > Dragons can run but not into the moat because dragons can't swim.
- > In the pool game, Dragons can avoid being tagged by ducking under the water.
- > Warriors are not allowed to step with the ball or throw it at a dragon.
- > Warriors are not allowed to hold the ball for any longer than 3 seconds.

## Safety

- > Players should tag between the shoulders and hips.
- > Encourage players to call 'mine'.
- > Pool version – no holding or tagging under water.

## Change it

- > **Team size** – uneven team sizes. More Warriors speeds up the game and makes it harder for Dragons.
- > Vary type and size of ball, type of pass, size of playing area, safe zones, immediately pass the ball – 'hot potato', vary the movement.
- > If a Warrior or Dragon has limited mobility all players must hop or jump.
- > If necessary establish two adjacent safe zones. A Dragon can't be tagged in a safe zone but must not stay in a safe zone for more than a specified time (e.g. 10 seconds).



## LEARNING INTENTION

Successful play requires anticipation and evasion skills in defence or teamwork in attack. For related cards see *Base run*.

PHYSICAL LITERACY ELEMENTS

CARDIOVASCULAR ENDURANCE  
AGILITY

COLLABORATION

STRATEGY AND PLANNING  
PERCEPTUAL AWARENESS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43  
ACPMPO45