



Australian Government
Australian Sports Commission

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Warriors and dragons

One team called **Warriors** pass a ball to other Warriors and try to tag an opposition called **Dragons**. If Dragons are tagged they become Warriors. When all the Dragons are caught the teams swap over.



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.

Change it

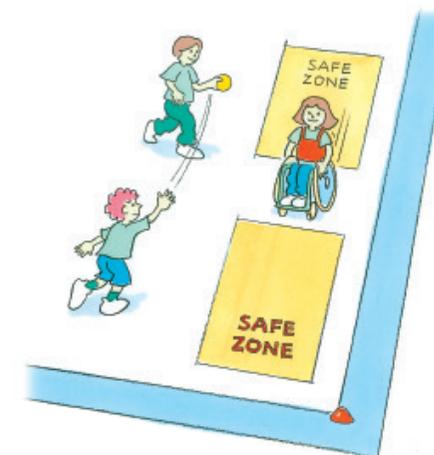
- > **Team size** – uneven team sizes. More Warriors speeds up the game and makes it harder for Dragons.
- > Vary type and size of ball, type of pass, size of playing area, safe zones, immediately pass the ball – 'hot potato', vary the locomotion.

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.

- > 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.



Safety

- > Tagging on the head is not permitted.
- > Encourage players to call 'mine'.
- > Pool version – no holding or tagging under water.

LEARNING INTENTION

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

SKILL FOCUS

CATCHING

TAGGING

THROWING

CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO45