# The PE Shed

**Tag Game:** Rabbit Hole  
**Recommended Age Range:** Foundation - Grade 3

**Focus:** Movement, balance, teamwork, control and agility

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| Hoops           | The teacher or students can set this up.                                    | Select 2-4 students to be foxes (catchers). All other students are rabbits.  
Rabbits and foxes move around by running (see variations for alternative).  
Rabbits may use the ‘Rabbit Holes’ as a safe zone. Foxes are not allowed in them.  
If a rabbit is tagged they become a ‘Bouncing Bunny’ and must hop around on hands and feet. To get freed another bunny must crawl under their body.  
If rabbits knock over the cone off the holding cones then the ‘Rabbit Hole’ has collapsed and can no longer be used.  
If there is no movement and all rabbits are hiding add in a new rule: Evacuate! All rabbits must leave their hole. | Differentiation  
Easier:  
- Increase number of Rabbit Holes  
- Reduce number of foxes  
- Allow rabbits to rebuild collapsed Holes  
Harder:  
- Reduce number of Rabbit Holes  
- Increase number of foxes  
- Set time limit in the Rabbit Holes  
- Increase the height of the Rabbit Holes by using larger holding cones.  |
| Cones / Large Cones | *Rabbit Holes are set up around the playing area.*  
Each rabbit hole should consist of 4 cones and 1 hoop. The hoop is placed flat on the 4 cones to create a ‘Rabbit Hole’.*  
Suggested: 6-10 Rabbit Holes |  |  |

**Variations**  
- Rabbits bounce and Foxes move on hands and feet.  
- If a rabbit gets caught, they become a fox.

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