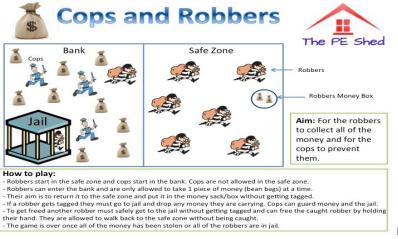
The PE Shed



Warm Up Game: Cops and Robbers Recommended Age Range: Foundation - Grade 5

Focus: Thinking skills, Movement, agility, speed, strategy and fitness

Equipment	Setting Up	Description	Further opportunities
Spots Bean bags Back bag sack or box Bibs (same colour)	Put down a line of spots/cones down the centre of the playing. One half is a safe place and one half is a bank.	The aim of the game is for the robbers to collect all of the money and for the cops to prevent them. Robbers start in the safe zone and cops start in the bank. Cops are not allowed in the safe zone.	Differentiation Easier: - Increase size of the playing area. Harder: - Reduce size of the playing area.
	Mark out a jail in the corner of the bank using spots/cones.	When robbers enter the bank they are only allowed to take 1 piece of money (bean bags) at a time. Their aim is to return it to the safe zone and put it in the money sack/box.	Variations - Change the number of cops - Give robbers tails and if their tail gets taken they go to jail Ask students to design the layout of the safe zone, bank and jail Students have to do an activity whilst caught in jail (for example jumping jacks)
	Select 2-4 Cops to where bibs.	If a robber gets tagged they must go to jail and drop any money they are carrying. Cops can guard money and the jail.	
	Spread out the money (bean bags) in the bank.	To get freed another robber must safely get to the jail without getting tagged and can free the caught robber by holding their hand. They are allowed to walk back to the safe zone without being caught.	
		The game is over once all of the money has been stolen or all of the robbers are in jail.	

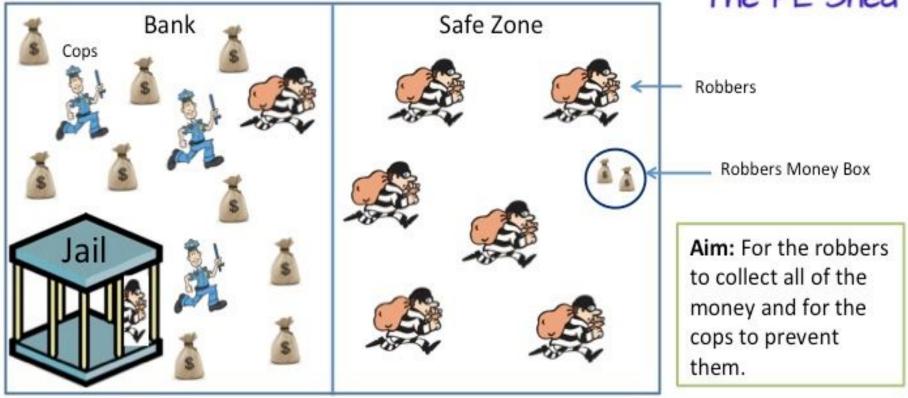


Full Scale on Page Two



Cops and Robbers





How to play:

- Robbers start in the safe zone and cops start in the bank. Cops are not allowed in the safe zone.
- Robbers can enter the bank and are only allowed to take 1 piece of money (bean bags) at a time.
- Their aim is to return it to the safe zone and put it in the money sack/box without getting tagged.
- If a robber gets tagged they must go to jail and drop any money they are carrying. Cops can guard money and the jail.
- To get freed another robber must safely get to the jail without getting tagged and can free the caught robber by holding their hand. They are allowed to walk back to the safe zone without being caught.
- The game is over once all of the money has been stolen or all of the robbers are in jail.