

Lions and Hyenas

Cycle Level: Elementary Cycle 3

Intensity Level:

Category:

Curricular Link: Locomotion, Cooperation and Collaboration, Strategies

Primary Focus: Good game for teaching team strategies and cooperation.

Goal of the game: Score points by: Hyenas score 2 points by stealing the ball and returning behind their team line. Lions score 1 point by tagging the hyena who steals the ball before he returns behind his team line.

Equipment Required: A ball placed on a batting tee (or large cone). Pinnies to identify the two teams (optional).

Set-up: Define a zone for the hyenas at one end of the gym and a zone for the lions at the opposite end of the gym (allow sufficient space for hyenas to run back before approaching their wall).

Diagram:

Rules: Form two teams – lions and hyenas. They can wear pinnies or other method to define two groups (i.e. boys and girls; etc..). The lions are at one end of the gym in their lair (define zone, i.e. black line). The batting tee and ball are placed approximately 4 metres in front of their lair (distance could vary). The game begins with the hyenas leaving their zone and carefully approaching the ball. Hyenas that are tagged are eliminated. If the lions leave their lair, they must each tag an hyena or they are eliminated. Therefore the hyenas when they see the lions pass their line can quickly retreat to their zone to eliminate the lions that passed their line but did not touch an hyena. If a lion successfully touches an hyena they can return to their lair. To score points an hyena must steal the ball and return to his zone without being touched (score 2 points for hyenas) or an hyena steals the ball but is tagged by a lion before he returns to his zone (score 1 point for lions). Whenever a team scores, teams switch sides (i.e. lions become hyenas, etc.).

Variation: Distance for placing ball from lions lair can vary.

Assessment ideas for Learning: Observing if students respect rules of fair play, and strategies for cooperation.