

Capture the Marker



Objective

A competitive and cooperative physical activity which requires teams to use tactics.



Equipment

- Blank Control Markers
- Enrich Interactive Map
- Cones
- Rugby tags/ sashes



Preparation

- Prior to the activity prepare your Enrich Interactive Map by adding 5 or 6 blank marker numbers onto it.
- Prior to the activity, place the blank control markers around the school site referring to the map.
- Add unique information onto the markers which teams need to capture.
- Split the children into teams of 4 or 5.
- Give each team a marker to protect in the playing space and a map.
- Place cones roughly 2 metres around each marker as a protection barrier.
- Give each child a rugby tag/sash for them to place hanging in the back of their shorts.



Instructions

- The aim of the game is for each team to try and retrieve certain information from other team's markers
- The following rules apply:
 - Children can be tagged anywhere in the playing field by having their sash pulled from their body.
 - If they are tagged, they must return to their teams' marker and reset.
 - If a player enters the marked cone area they can no longer be tagged and are able to retrieve the marker information.
 - Each team must work cooperatively and communicate effectively to retrieve all relevant information from the markers whilst avoiding being tagged.



Other information

Add dodgeballs as a tagging device.

