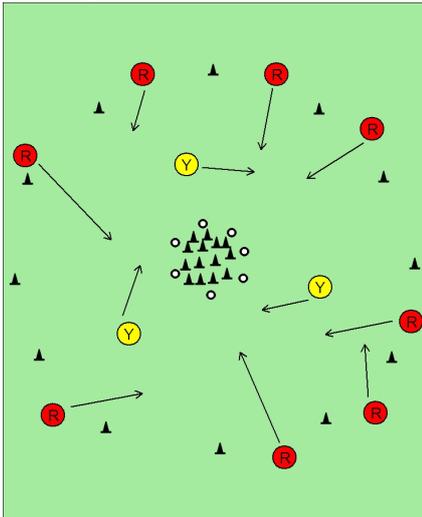




Finding nemo



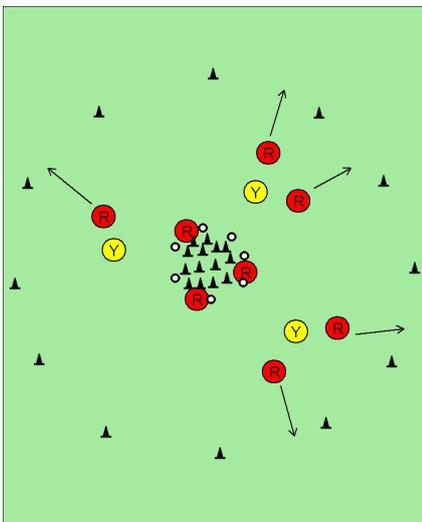
How it works

Hide 'Nemo' (toy fish) under one of the tall cones in the centre of the circle, surrounded by a small circle of balls or round cones.

The yellow players are the sharks protecting the cones in the centre of the playing area.

The red players are Nemo's friends trying to rescue him.

On a signal from the coach, the red players can try to run into the centre without being tagged.



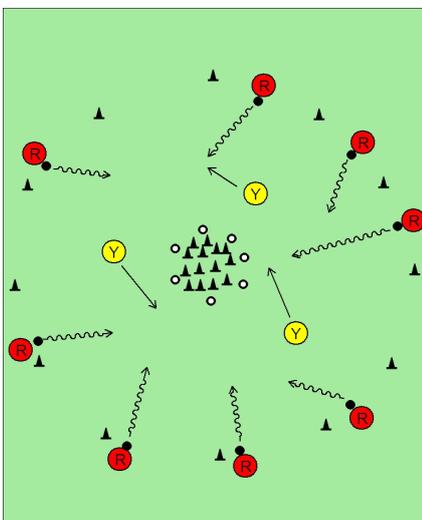
If tagged, the player must return to the outside and wait until the next turn. If a red player gets to the middle, they are safe and can lift up one cone to try and find Nemo.

If Nemo is not found the players have to try and run back to the outside of the circle (with the cone) without being tagged. If they make it there is one less cone to search under, but if they get tagged the cone is replaced back in the centre. (You can shuffle them around if you want).

If one of the players find Nemo then they must get back to the outside of the circle, without being tagged, in order to rescue him. If tagged, the coach hides Nemo back under a cone for the game to continue on the next signal from the coach.

Change the sharks if Nemo is rescued and challenge them to guard him more safely, ie. for the red players to take more turns or cones lifted for

Nemo to be rescued.



Now the red players start with a ball and must dribble to the coned area in the centre of the circle. They must stop the ball within the safe area to lift a cone. The sharks try to kick their ball out of the circle to make them go back to the start or to stop them getting back to the outside with Nemo.

Possible changes

If more than one player gets to the middle when Nemo is found, they could swap possession of the toy to confuse the sharks.

The player who finds Nemo could also pass their ball to the outside of the circle for another player to control in order to rescue him.