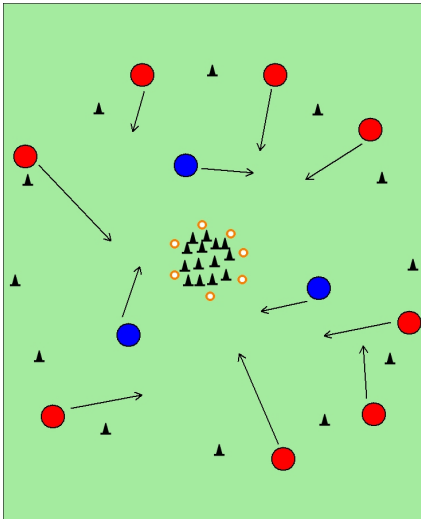




Finding nemo



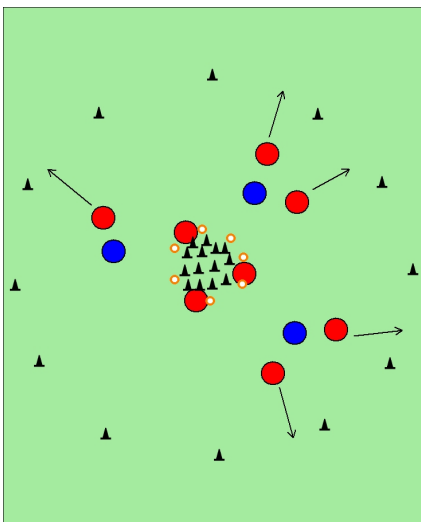
How it works

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

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

Red players are Nemo's friends trying to rescue him.

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



If tagged, the player must return to outside and wait until next turn.

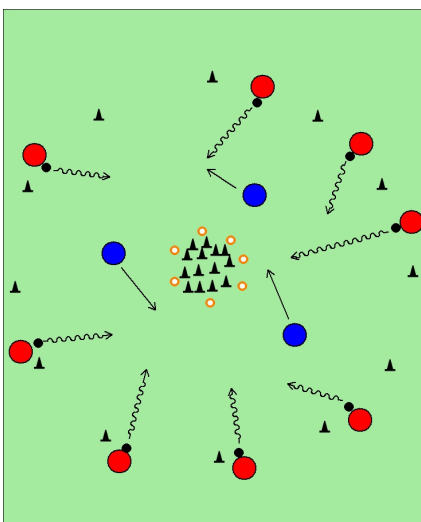
If a red player gets to the middle they are safe and can lift up 1 cone to try and find Nemo.

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.

If one of the players find Nemo then 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 sharks if Nemo is rescued and challenge them to guard him more safely ie. take more turns/cones lifted to be rescued.



Red players start with a ball and must dribble to the coned area in the centre of the circle - must stop the ball within the safe area to lift a cone.

Sharks try to kick their ball out of the circle to make them go back to the start.

If Nemo is not found the players have to try and dribble 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.

If one of the players find Nemo then must dribble their ball to the outside of the circle, without being tagged, in order to rescue him.

If the ball is tackled and kicked out, the Coach hides Nemo back under a cone for the game to continue on the next signal from the Coach.



Possible changes

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

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.