



How to Play

One person will be nominated as the 'shark'. The shark will then go and stand in a designated area away from the others.

The rest of the children are fish and start in another designated area (island). The shark will then shout "swim" and the fish will then swim around the play area.

When the shark shouts "shark", they then chase the fish, who then try to run back to their island without getting eaten by the shark.

The shark is encouraged to tap the fish gently when catching them.



Why is it important?

Personal, Social, Emotional

- Making Relationships
- Managing Feelings and Behaviour

Communication and Language

- Listening & Attention
- Understanding
- Speaking

Physical Development

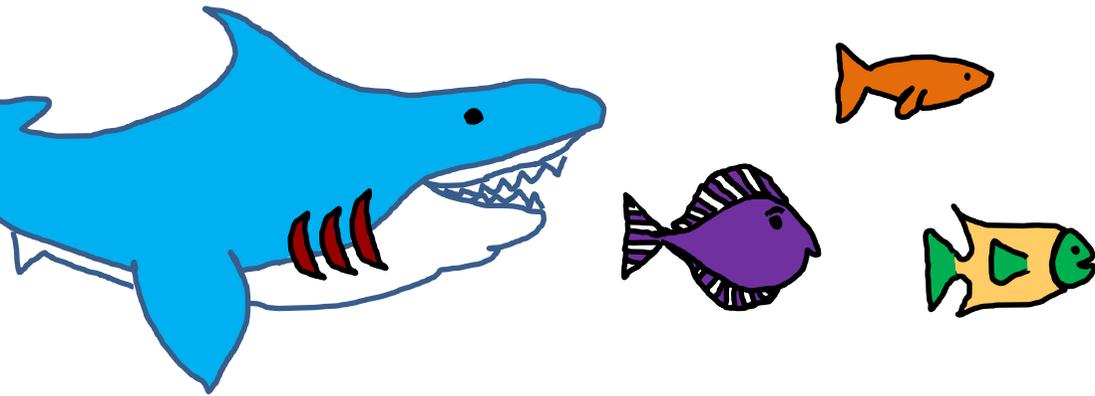
- Running
- Balance
- Spatial Awareness

Other Areas

- Being Imaginative (Expressive Arts & Design)

Equipment

This game does not specifically require any equipment. However, you could use equipment such as rubber spots to give the 'fish' or the shark somewhere to stand. Mark making could be linked to this activity though using chalk to draw out the areas.



Key Language

"Swim"

"Shark"

The shark game gives children the opportunity to communicate with confidence by shouting out instructions to the other children.

They are given the opportunity to use key words such as "swim" and "shark" but we can give them opportunities to adapt this in conversations e.g. "What would you like to be today?" – "I'm going to be a crocodile".

Children can also change the instructions that are given during the game. For example, instead of the shark shouting swim, the fish will shout "let's go swimming".

Safety

Communicate constantly with the children about running into spaces, looking where they are running and trying to avoid each other.

Remind the children to tap each other to catch their friends and not grab each other.

Emphasise that it is a game and there should be no real biting.

Enhancement

Add more sharks to make it harder to get back to your island without being caught.

Children could be given opportunity to adapt the name of the "shark" to other animals or characters. E.g. octopus or Power Rangers.