

Movement Challenges & Games

AEROPLANES AND AIRPORTS

- An area is marked out and filled with hoops, the Airports. The space should allow for free movement of the whole class.
- All the class are aeroplanes and run in the space.
- A plane can land in an airport (hoop) at any time.
- Only one person in a hoop at a time.
- If a person is in a hoop, they must leave if another person wants to move in.

Equipment: Hoops and sashes/colour bands.

Area Required: Section or entire court space. Any other area, indoor or outdoor relative to size of group.

Benefits

- Spatial awareness (Did I touch anyone?).
- Cooperation (Who got to the airport first, second?).
- Honesty (Did I leave when another plane came to land?).
- Decision Making (where will I move to? Why?).

How to explain the activity

- We are all going to be aeroplanes. Let me see your wings.
- We can fly any where we like in our space.
- The hoops are our airports and we can land in them. However, they are very small, only one aeroplane at a time can fit in them.
- If another aeroplane wants to land in our airport we must move on to let them land.
- Once we are out of the airport we can fly around and find a new airport to land in.

Cues for debrief / reflection

- Did I touch anyone?
- Where did I run to? Why?
- How did it feel to land in an airport?
- How did it feel to have to leave an airport?
- How did it feel to tag someone?
- How did it feel to be tagged?
- How did I avoid being tagged?

How to vary the activity

- Begin with enough hoops for $\frac{3}{4}$ of the class. As the game progresses take hoops away one at a time.
- Introduce the Airport Police. Students wear a sash/colour band and try to tip aeroplanes that are outside the airports. If a student is tagged, they swap jobs with the airport police.
- Combine both variations (above) of the game.

