



This is the classic playground game of duck-duck goose but with extra active engagement and no waiting time.

Learning objectives

This learning activity is designed to develop children's skills in turn taking, listening and attention, following rules, and understanding the basic principles of competition.

Early Years Statutory Framework England

Physical Development

ELG: Gross Motor Skills

- Develop strength balance and coordination activities such as climbing dancing running and jumping
- Negotiate space and obstacles safely, with consideration for themselves and others.
- Develop agility and control over their bodies

Personal, Social and Emotional Development

ELG: Building Relationships

Work and play cooperatively and take turns with others.

ELG: Managing Self

Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.

ELG: Self-Regulation

Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.

How to Play

- Ask each student to hang their bib out the back of their shorts and then ask the students to stand on their Mini Actions Mats. Choose one student to be 'on'. This student will stand behind their mat.
- Start the game by asking the students to begin completing their actions, while the student that is 'on' walks around the back of the group tapping them gently on the shoulder. Each time the student taps a student's shoulder they should say 'duck' until they are ready to choose a 'goose'.
- Once the student has chosen the 'goose' they must run around the circle, following the direction of the arrows, and try to get back to the mat that is free.
- The student that has been chosen as the 'goose' must chase the other student around the outside of the circle and try to take their bib.
- If the student that is the goose manages to take the bib, then they now get the chance to be on. If they do not manage to take the bib, then they must choose somebody else to be 'on'.
- Repeat the game for as many times as possible in the allocated time slot. Try to ensure that all students are given the opportunity to be on.