



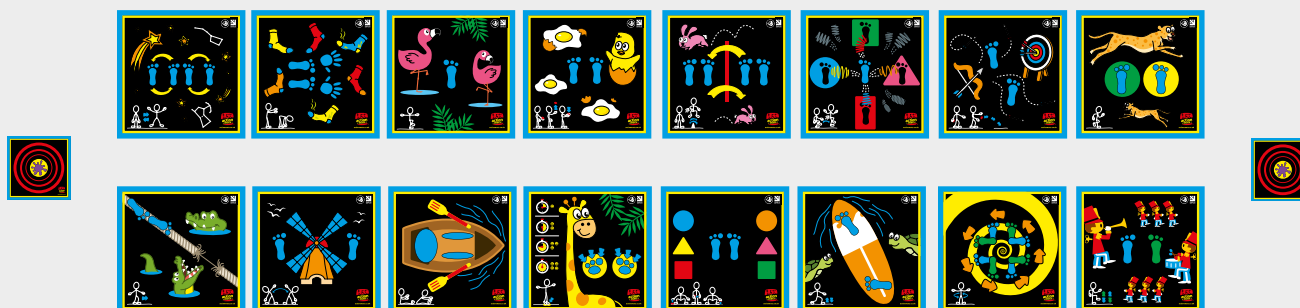
# Secret Agent Dodgeball

## What's needed

Set of bibs (x2 colours)  
x16 Mini Action Mats placed at the side  
x2 splat mats  
Set of Dodgeballs

Number of players: 1 whole class  
maximum

## The Setup





**This is dodgeball with a twist. The aim for students to work together to help the secret agent stay in the game in order to win.**

### 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

- Split the group into 2 teams, and allocate each team a side of the space.
- Before starting, a 'secret agent' should be chosen by each group. The team must try to ensure that their secret agent is not hit with the ball.
- A game of dodgeball will then take place for 2-3 minutes. If a pupil is hit, they are not out, they simply have to perform 5 reps of the Mini Mat and can then rejoin the game. However, If the secret agent is hit then they must wait on the splat mat while the game continues.
- After the game has finished, each team should try to guess who the other team's secret agent was. If a secret agent has been hit then the team will automatically know who was chosen. If not, then the team must try to work out who was chosen based on observation
- Give 5 points to any team that has correctly worked out who the secret agent is.
- Repeat the game encouraging students to chose different secret agents.