



# CAPTURE THE MYSTERY OBJECT

Ages 3+ | School Based | 6+ players

## AIM OF THE GAME



- ▶ Children compete to race out, capture objects and return to their team without being caught.

## EQUIPMENT



- ▶ A safe space to play, cones, a hoop and a ball or bean bag.

## HOW TO PLAY



- ▶ Children play in two teams and are lined up opposite each other. Each child in each team is given a number, starting at one for both teams.
- ▶ The "mystery object" (a ball or beanbag) is placed in the centre of the playing area between the two teams.
- ▶ When the teacher calls out a number, the two corresponding children stand up and run to the middle to try and collect the object and return to their starting position without being tagged by the other player.
- ▶ A child can only be tagged if they are holding the object in their hands. Throwing it in the air and catching it again whilst travelling may prevent them from being caught, but they cannot throw the object back to their team mates.
- ▶ If a child collects the object and returns to their start position without being caught, they receive one point. If they are caught then no points are scored for either team.
- ▶ Return the object to the middle and repeat with another number to continue the game.
- ▶ If playing with large numbers, set up two or three smaller games ensuring two teams are competing in each game.

## GAME VARIATIONS



1. Call out two numbers together to play in pairs. Players can pass the object between them so as not to be caught.
2. Start from different positions such as standing, on all fours, kneeling, etc.
3. Instead of shouting a number, the teacher shouts out a sum for the children to answer. The answer to the sum is the number to prompt the children to go. Alternatively, allow one team to have control and work out a number order for their turns, which only they know. The opposite team responds to the visual cue of their direct number in the opposite team instead of the sound of a call. Change over each team's control once the first team has gone through their sequence.
4. Play in threes with one player not being allowed to touch the floor (being carried), or they can't travel with their feet touching the floor (wheelbarrow), or they have to leapfrog over each other to collect the object.