



# COPS AND ROBBERS

Ages 4+ | Family based | 2+ players

## AIM OF THE GAME



- ▶ The robbers try to steal the treasure, and the cops try to put them back in.

## EQUIPMENT



- ▶ Hoops or rolled up jumpers and lots of balls or soft toys to act as treasure.

## HOW TO PLAY



- ▶ Set up "banks" in a safe area with hoops or using rolled up jumpers.
- ▶ Place the treasure (balls or soft toys) in any of the banks or outside of the banks, try to split them half and half.
- ▶ Around half of the treasure should be in the banks and half outside of the banks.
- ▶ One player is the robber, who will be trying to take all the treasure (balls) out of bank and the other player, the cop, will try to put them back in.
- ▶ Play for one minute and see who has the most treasure in or out the banks.
- ▶ Change over roles after each turn.

## GAME VARIATIONS



1. Make one or more of the hoops a robber's hideout where they must now place the treasure in. The cops can still take back the treasure from the robber's hideout and place in different banks.
2. Move in a different way between collecting each piece of treasure (jumping, hopping, skipping, crawling etc).
3. If playing with different coloured balls or sets of toys, assign a group of treasure to a specific bank that the cops must return them to (i.e. red toys or balls to the red bank).
4. As above, but cops can only have one set of balls or toys per bank (i.e. only one red toy or ball per bank).