



You need to cross the squelchy muddy swamp. The caller (fast Freddie) will choose something they can see (such as a colour socks or hair) and says “if you have ____ you can cross the swamp”. Those without this will have to run across making squelching noises and trying not to get caught by fast Freddie! If you are caught don’t worry, you can help the Freddie catch the others.

RESOURCES:

A marked out area to play in (roughly 6m x 4m)

TEACHING POINTS:

Encourage the children to keep their heads up and to be looking forwards to where they will move to next. As they run across, they need to use their arms pumping backwards and forwards to help.

MAKING IT HARDER:

- Think about using sounds instead of physical attributes - “if your name has a ssss sound in”
- Add some obstacles to the swamp for the children to dodge around or jump over– skipping ropes or cones.

MAKING IT EASIER:

- Make the swamp space that the children need to cross smaller
- Have idea cards of attributes the children could choose from– hair colour, trousers or skirts, lace up, Velcro or pull on shoes etc.

LINKS TO THE EARLY LEARNING GOALS:

PD, M&H - Children show good control and coordination in large and small movements. They move confidently in a range of ways, safely negotiating space.

C&L, S – Extends vocabulary by grouping and naming (physical attributes)