#Runaround

SCHOOL GAMES
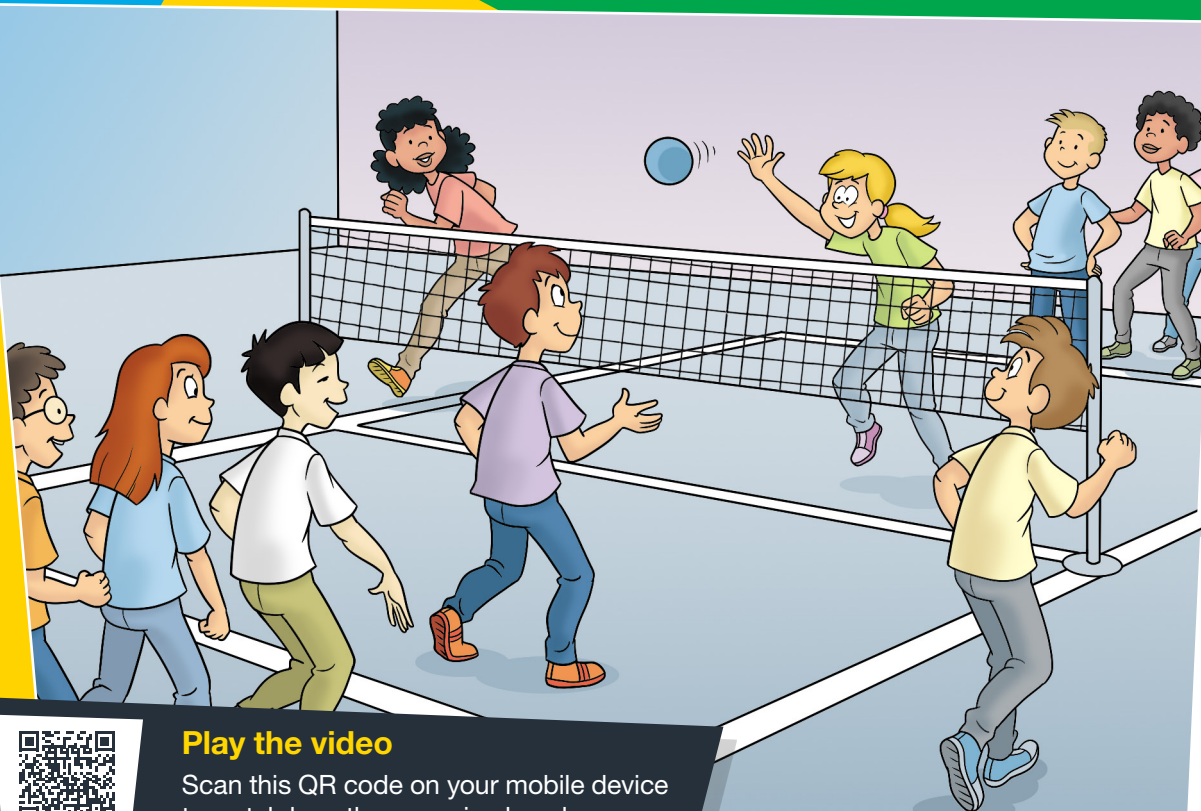
Achieve the challenge

The aim of the game is to try to keep all your lives remaining and be the last remaining player

Play the video
Scan this QR code on your mobile device to watch how the game is played.

How to play

1. Arrange players into two queues either side of an area
2. Each player starts with 3 lives
3. The player at the front of one of the queues starts with the object and hits or throws it onto the other side
4. The same player then runs around the area to join the back of the opposite queue
5. Players lose a life if they are unable to return the object to the other side
6. When you lose all your lives, then you out

Equipment

Essential
- An object/ball that is used to travel to the opposite side

Optional
- Net to mark the centre line
- Different sized rackets and balls to play the game

Spirit of The Games

Honesty:
Are you always honest with how many lives you have remaining? Why is this important?

Passion:
Are you enjoying the game and showing you are having fun?

Safety
- Make sure the area is safe to play
- Ensure all players run around in the same direction (clockwise or anti-clockwise).
- Make sure there are no obstacles in the way of your running route.

Skill up
- How can you make it more difficult for other players to return the object/ball?

Link it up
- This game helps you get better at games e.g. Badminton, Tennis, Table Tennis, Squash and Volleyball but it will also help with accuracy in sports like Rounders and Cricket.

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Roles for leaders and officials

- Set up the area
- Keep a track and decide when players lose a life
- Introduce rules into the game which suits the ability levels of the players
- If anyone looks unhappy, find out how you can make it better

Including Everyone

- Players can stay on the same side instead of running around
- Can you use items that make a sound when travelling to help players locate them?
- Think about the weight/size of the object being hit

STEP in. Including all young people by changing the Space, Task, Equipment or People (STEP)

EASIER

- **S** Decrease the area to make the running distances shorter
- **T** Throw the object over the net instead of striking it
- **E** Use balloons or beach balls that take longer to reach the ground
- **P** Add more players to make the time between shots longer

HARDER

- **S** Increase the area to make the running distances longer
- **T** Introduce rules as to how many times the object can bounce
- **E** Increase the height of the net
- **P** Add less players to make the time between shots shorter (3 people)

Change it up

- Use music as powerplays where new rules are in play e.g. you lose 2× lives when the music is playing
- Create 4 areas with 4 queues of players
- How can you bring a defender into the challenge?
- There are lots of ways that this game could be played. Be creative and come up with your own versions!

Smiles Checker

It's important to make sure you can answer yes to the following questions.

SMILES checklist:

- Is the activity safe?
- Is everyone joining in?
- Can you change anything if they aren't?
- Is everyone learning new things?
- Is everyone smiling and enjoying the game?

If you **can't** answer **YES** to these questions, make sure you **STEP in.**