

EduTrend Contents

G4C · TEAM SPORTS GAMES · PRIMARY

Treasure Keepers

An invasion game about spreading out and working together to protect and win treasure

Ages 6–10	Level: Developing	40 minutes	Two teams of 4–6 · up to 24	Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

Treasure Keepers

A coned rectangle is split into two halves, with five beanbags in a hoop at the back of each half. Players cross into the other half to carry one beanbag at a time back to their own hoop. If tagged in the opposing half, they return home empty-handed. The game ends when one hoop is empty or after five minutes. Teams plan between rounds.

Learning outcomes

By the end of the session pupils can:

- move into space to avoid defenders;
- spread out to defend;
- plan as a team between rounds;
- play fairly with tagging rules.

KEY WORDS

attack · defend · space · tag · plan · fair play

CURRICULUM LINKS

PE: invasion games. PSHE: fair play. Maths: counting and comparing.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**ADAPT**	**TALK**	**COOL DOWN**
Get moving safely	One rule at a time	Short rounds	Easier or harder	What helped?	Calm and review

Materials (whole group)

- Cones for a rectangle and halfway line
- Two hoops
- Ten beanbags
- Bibs in two colours
- Worksheets 1, 2 and 3

Before the session

- Mark the area and halfway line.
- Place hoops and beanbags.
- Agree gentle two-finger tags.
- Plan balanced teams.

SAFETY

Gentle two-finger tags only. Watch for collisions near the halfway line. Walk-through first.

ACTIVITY 02 · SESSION PLAN

Step by step

Mix teams each session so the same children are not always together.

Time	What happens	Say or ask
0–5 min **Warm up**	Dodging and tag practice.	*"How do you tag gently?"*
5–10 min **Explain**	Walk-through of rules.	*"What happens if you are tagged?"*
10–32 min **Play**	Rounds of five minutes with team plans.	*"Where is the space?"*
32–40 min **Cool down**	Stretch and share helpers.	*"What did a team-mate do that helped?"*

CHALLENGE CARD (print or copy onto the board)

Win treasure by finding space, and keep yours safe by spreading out as a team.

ACTIVITY 02 · FACILITATOR NOTES

The game know-how in brief

In invasion games, attackers look for space and defenders spread out to cover it, the same idea used in football, netball and hockey.

Planning between rounds helps children link what they notice to what they try next, the start of tactical thinking.

Common ideas to listen for

- “Everyone should chase the raider.” Spread out.
- “Fast runners win alone.” Teams win together.
- “Tagging means pushing.” Two fingers only.

Adapting the activity

Support

Add a safe zone in each half.

Stretch

Treasure must be passed before crossing back.

WORKSHEET 1

Round record

Name: _____ Class: _____ Date: _____

Treasure won each round.

Round record

Round	Our treasure	Their treasure	Our plan
1			
2			
3			

WORKSHEET 2

Team plan

Draw your plan.

Team plan

Role	Who	Job
Raiders		
Defenders		
Switchers		

WORKSHEET 3

What helped us

Reflect.

One thing a team-mate did that helped...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Finds space	Defends by spreading out	Plans with the team

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Treasure Keepers is a sample activity from the EduTrend Contents G4C Team Sports Games programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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