

LIGHTHOUSE (team games)

video of the game <https://youtu.be/-0516eAaYh0>

Aims and Learning Outcomes:

- Children will cooperate to achieve a common goal.
- Children will participate in collaboration games.
- Children will follow the rules.
- Children will orientate in space.
- Children will react according to the situation.

Time: 15-20 minutes

TEACHING-LEARNING PROCESS:

PREPERATION:

At first you have to make an agreement who will become the “Lighthouse” and who will be the “Ship”. All the other players will be the “Reefs” and they will pick a random place on the play area and stay there. The “Ship`s” eyes will be blindfolded. The “Lighthouse” and the “Ship” will both be moved to the opposite ends of the play area.

TEACHING-LEARNING PROCESS:

Ships task is to find the way to the Lighthouse. The Lighthouse makes constantly the „beep-beep“ sound (or whatever sound you will make an agreement on). The Reefs stand randomly on the Ships way and he has to avoid them. The Reefs must start making the „Ssss“ sound when The Ship gets closer to one of them than 2 steps. The Ship must change the course when he hears the Reefs sound. When the Ship reaches the Lighthouse, he will become a new Lighthouse and the new Ship will be chosen. It`s much easier for the Ship to move while the Reefs are standing still on the same place so its important to make sure everybody understands that rule.

Concept Learning: cooperation, caring, attention