

FOXES AND FARMERS



HOW TO PLAY:

- Select 4 children to be farmers.
- The rest of the class are foxes, the foxes need to tuck a bib into the back of their waistbands (fox's tail).
- The job of the fox is to avoid the farmers who will try to pull out their tail.
- If a farmer gets a tail, simply swap roles after a quick high five.

EQUIPMENT:

- Cones to mark out the playing area.
- Bibs for the fox's tail.

PROGRESSION:

- At the end of each round, give out 'Fox Points' for those who have their tail still.

DIFFERENTIATION:

- Increase/decrease the number of Farmers to make it harder/easier.