

Stuck in the Mud

(Outdoor game) (Y7-Y9)

Lesson: Stuck in the Mud (Outdoor game) (Y7-Y9)

Age Group (Grades): 7-9

Lesson duration: Approx. 15 minutes

Aim: Students understand the dynamic nature of water infrastructure and that situations can become dangerous very quickly. Students can identify dangers and understand the importance of monitoring their surroundings while enjoying water infrastructure.

Notes

This activity is highly interactive and will be played outdoors. Students will be able to respond to the scenario by approaching it from different positions (stationary/moving hazard or visitor).

Instructions

1. Students will be broken up into groups of 4-5 and assigned to a role of either:
 - a. Moving hazard
 - b. Stationary hazard
 - c. Visitors of the dam
2. An area of play will be decided by the facilitator or teacher outside. This area will be the 'dam'.
3. Students in the role of visitors must aim to navigate the dam (field of play from one side to the other) safely (without interacting with a 'hazard'). Ideally students who are visitors will not know if their classmates who are playing the role of hazards are stationary or moving hazards.
4. Students playing as stationary hazards will remain in one place as they try and tag dam visitors.
5. Students playing as moving hazards will have limitations on their movements (for example, they can only hop, or move only along a north south line, or only move between markers), will try and tag visitors.
6. At stages throughout the game the teacher or facilitator may turn stationary hazards into moving hazards, or change the directions or limitations on the moving hazards.
7. Students will have to think strategically about how approach the hazard, and how to minimize potential risk of being tagged.
8. Actions minimizing risk will involve exercising caution, staying far away from hazard, observing the flow of the game.
9. Students can rotate roles, and repeat with less visitors and more hazards to increase difficulty.

Resources

- Playing area (court or field),
- Coloured bibs to identify visitors
- Cones (optional)
- Whistle (optional)