

Joey Roundup

Group Size: 10-35

Age Group: 1st-6th+ grades

Length of Activity: 10-20 minutes

Developmental Goal: To develop body and special awareness

Skills Practiced: Evasion, hopping, safe tagging, and endurance

Equipment Needed: 4 cones (more if there are no lines or boundaries present i.e. Basketball court)

Set Up: Designate a large rectangular play area with clear boundaries with a small square inside the middle of the rectangle.

Before You Start:

- Demonstrate safe tagging
- Review where to go if one gets tagged
- Demonstrate hopping technique
- Choose one or two volunteers (depending on group size) to be the Flyer or Boomer
- Split players onto two teams to start at each side of the rectangular play area

How to Play:

- The object is for the Joey's (baby Kangaroo's) to hop past momma or poppa Kangaroo (Flyer/Boomer) and attempt to reach the other side of the play area without being tagged
- Flyers (female) and Boomers (male) are able to run while all Joeys must hop
- If a Joey gets tagged safely in the appropriate place, then he/she must now join the Flyer/Boomer in rounding up the rest of the Joeys

Variation(s):

- All players must hop including The Flyer or Boomer

Alternate Names of the Game:

- Chickens and Hen