

THE TICKLER



EQUIPMENT

Chalk and a rolled-up newspaper.

FORBEREDELSE

Draw two parallel lines about 30 metres apart. All the children must be able to stand side by side, with their bikes, behind both lines.

Tip: *It's important that the children understand they must stop when they have got over the refuge line.*



HOW TO PLAY

The adult is the 'Tickler'. He or she stands in the middle of the playing area with their back to the children. The Tickler shouts: 'Cyclists in front of the Tickler, GO!'. The children now have to ride and get over the far chalk line without being caught by the adult. You cannot start catching your prey until you can see the children out of the corner of your eye. You 'catch' a child by hitting their luggage carrier with the newspaper. Children who are caught get a tickle once everyone has reached the refuge. They can decide for themselves where on the body they want to be tickled – and, if they don't want to be tickled at all, that must of course be respected as well. After the tickling, another turn can begin.

RIDERS PRACTISE

- **Spatial and directional awareness**
- **Controlling the bike at high speed and at times of high excitement**
- **Accepting being caught.**

IDEAS FOR DEVELOPING THE GAME

Simplification: The Tickler merely runs around looking a bit dangerous and exciting, without catching anybody.

Development: Add another Tickler and divide the riders into two groups, each starting from its own line. The Ticklers stand back to back in the middle, ready to catch riders coming from behind them.

Variation: When someone is caught, they themselves become a Tickler. The game continues until everyone has been caught.