

# THE CANNON KING AND THE SHIPS



## EQUIPMENT

Chalk and around 100 small, light balls.

## PREPARATION

Draw a circle about one metre in diameter in the middle of the playing area. This is the Cannon King's ship. You can draw ships and waves to mark the sea.

## HOW TO PLAY

The Cannon King – the adult – stands inside the circle and throws 'cannonballs' at the children, who are little ships. The children ride one-way around the Cannon King and decide for themselves how close they want to get. When a 'ship' is hit, the child gets off his or her bike and 'swims' round it three times before riding on. The Cannon King makes sure that everyone gets hit several times. When there is no ammunition left, the children set off on their bikes and collect all the balls, and the game can start again at the beginning. You can encourage the children to stay on their bikes while collecting the balls, and they can use their luggage carrier, basket etc if they like. Next time round, the children ride in the opposite direction

### RIDERS PRACTISE

- Having the courage to ride in a chaotic space
- Steering while keeping an eye on their surroundings
- Thinking tactically and changing speed and direction to avoid the cannonballs

## IDEAS FOR DEVELOPING THE GAME

**Simplification:** There is no penalty when you get hit – you just ride on.

**Development:** The Cannon King can have helpers in the outer circle, so players get shot at from both sides

**Variation:** Devise new penalties, such as having to jump over the bike while shouting 'I love cycling!'

**Tip:** Respect any riders who don't want to be hit. Let them ride round the outside; as a rule, they will then venture closer off their own bat.

