

TRAFFIC-LIGHT APPLE SCRUMPING



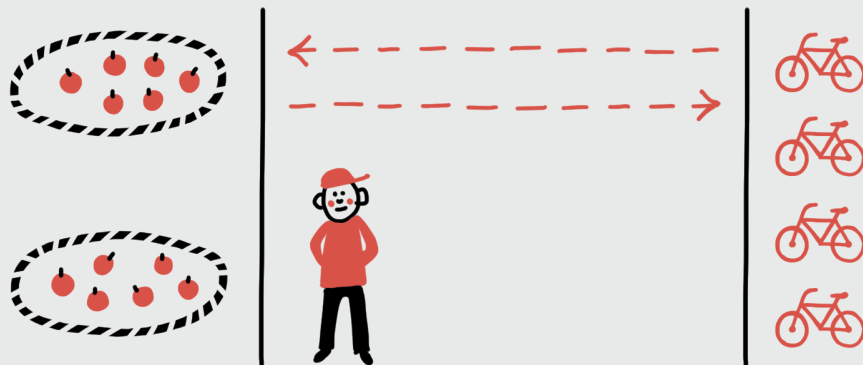
EQUIPMENT

Chalk, lots of little balls, 3-4 hula hoops and a big bucket. Optionally, red and green stop/go signs, a police helmet and a yellow jacket.

PREPARATION

Make a wide road by drawing two parallel lines 15-20 metres apart. There must be enough room for all the children to stand side by side behind each line. Behind one line is the 'orchard'; the hula hoops, with the balls inside them, go here. Behind the other line is the starting area; the bucket is placed here. The children get set, standing side by side behind the starting line. The adult is a traffic cop and stands ready on the 'road', in front of the orchard.

Tip: If the traffic cop wears a uniform and uses stop/go signs, the game will be even more lifelike and exciting



HOW TO PLAY

The object of the game is to collect as many 'apples' as you can. To get to the orchard, though, you have to cross a busy road. When the traffic cop shouts, 'Green light, go!', everyone can set off. When the leader shouts '1-2-3 red light, stop!', everybody must stop. Anyone who doesn't stop quickly enough has to get off their bike and walk once round it while shouting, 'Red light, stop!'. When the children reach the orchard, they must take as many apples as they can and then ride back and put the apples in the bucket. On the way back, the same rules apply. Play continues until the orchard is empty of apples and the bucket is full. Another go can then begin.

RIDERS PRACTISE

- Braking
- Understanding and respecting traffic
- Being alert and reacting quickly

IDEAS FOR DEVELOPING THE GAME

Simplification: Play the game without traffic control, so the children simply have to ride back and forth collecting the balls.

Development: Nominate some of the children to stand along the road and be cars, throwing balls at the riders. Two other children are ambulances. If you get hit, you have to get off your bike, lie/sit down and wait for the ambulance to come and revive you with invisible pep-up medicine.

Variation: Divide the children into teams, each with its own apple bucket. The aim is to collect the most apples.