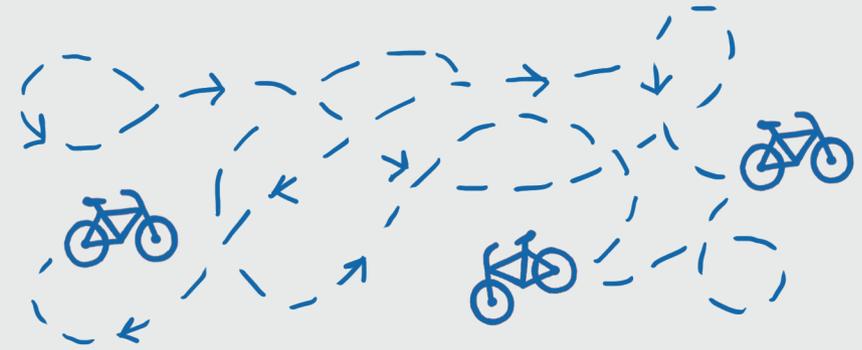


CYCLE SWARM



HOW TO PLAY

The children are divided into pairs, one on foot, the other riding. The riders' task is to stay just behind their walking partner, who swarms around with the other pedestrians, weaving in and amongst. In the beginning, the pedestrians walk well apart from each other, but the game gets both harder and more fun as the pedestrians start to swarm more densely. The pedestrians can move in many different ways: slowly, quickly, making wide or tight turns etc. The pedestrian can also stop altogether and do star jumps while the cyclist rides in circles round them. After a while, they change places.



Tip: It's important to consider which children you pair up.

RIDERS PRACTISE

- Riding slowly
- Keeping an appropriate distance
- Paying attention to their partner and following their movements

IDEAS FOR DEVELOPING THE GAME

Simplification: Play an adult-child version with the adults walking and the children riding.

Development: The pedestrian makes a gesture – e.g. a high five – with one hand to another pedestrian, and the cyclists do the same, as they go past each other.

Variation: A stopping game. Every so often, the pedestrian says, '1-2-3-stop!', turns round and gives a 'stop' signal with his or her hand. The cyclist must stop before colliding with the pedestrian.

