**WHAT TO DO**

1. Organise students into two groups, the “bugs” and the “spiders”.
2. The bugs stand within the smaller grid and the spiders outside it, within the larger grid.
3. On “Go!” all bugs try to escape from the smaller grid to run over the try line of the larger grid without being tagged by the spiders.
4. If tagged, the bugs join the spiders. If the bugs cross the try line of the larger grid, they return to the inner grid to try and beat the spiders again.
5. When all students have been tagged, the groups swap roles.

**TEACHING TIPS**

- Reach both arms in front to tag.
- Remind students to position their head safely to the side or behind the person they are tagging.
- Keep head up to watch for other students.
- Move to space or close down space.
- Use fast feet.
- Change direction.

**QUESTIONS FOR UNDERSTANDING**

- How could attackers create space to avoid being tagged by the defender?
- Where should the defender position themselves to have the most chance of tagging one of the three attackers?

**EQUIPMENT AND SET UP**

1. 8 marker cones
2. One small grid (2m x 2m)
3. One larger grid (10m x 10m)
4. 5-10 Rugby balls

**AUSTRALIAN CURRICULUM LINKS**

- **LEARNING AREA:** Health and Physical Education
- **STRAND:** Movement and physical activity
- **SUB-STRAND:** Moving our body, Learning through movement
- **FOCUS AREAS:** Active play and minor games, Fundamental movement skills

**VARIATIONS**

- Set a time for the bugs to escape.
- Increase the size of the larger grid.
- Get the bugs to carry a ball each and score a try if they cross the try line.

**FAIR PLAY OPPORTUNITIES**

- Discuss positive and respectful words to use when congratulating other students for their effort.
- Acknowledge students who used cooperation to work as a team.