WHAT TO DO
1. Organise two student ‘octopuses’ to stand in the middle of the ocean grid. The remaining students are fish and stand on one side of the ocean grid.
2. Call out “Rugby Octopus”.
3. Student fish run across the ocean grid attempting to get to the other side while avoiding the two student octopuses. If the student fish get to the other side, they are safe.
4. Student octopuses attempt to tag student fish below shoulder height with one or two hands.
5. When a student fish is tagged; they stop running and drop to their knees to become ‘seaweed’. As seaweed they use their arms to help the octopuses tag remaining fish.
6. The student seaweed should not move off their knees and should face the oncoming student fish.

TEACHING TIPS
- Fish - Find the space to run to and evade the student octopuses and seaweed.
- Octopuses and seaweed to position their head safely to the side of the player they are tagging.
- Remind all students to keep their heads up to watch for other players.
- Student octopuses and seaweed can communicate to ensure there are no gaps in their defence.

QUESTIONS FOR UNDERSTANDING
- How could student fish use teamwork to evade the octopuses?
- Where should student fish run if both student octopuses are in the middle of the grid? Either side of the grid?
- How do you feel after being active with your friends?

VARIATIONS
- If there are enough balls, have student fish carry a ball across the ocean grid.
- Use trick “Rugby Octopus” commands to catch students out e.g. “Rugby Octagon!”, “Go!”, “Octopop!”, “Rugby Octonaut”. If student fish leave on this trick command, they must drop to their knees and become seaweed.
- Start with student fish lying down and facing the opposite end or facing away from the opposite end.

FAIR PLAY OPPORTUNITIES
- Encourage positive talk between students when they have been tagged.
- Congratulate student octopuses who tag all the student fish; and the last student fish in each game.
- Recognise any unfairness and propose strategies to overcome any issues.

EQUIPMENT AND SET UP
1. 4 x marker cones (any colour)
2. Grid can be as small as 10m x 10m up to 40m x 40m.
3. Rugby balls can be carried by student fish –depending on number of balls available.

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

WHEN “RUGBY OCTOPUS” IS CALLED, THE ENTIRE CLASS OF STUDENT “FISH” MOVE QUICKLY ACROSS THE “OCEAN” GRID TO AVOID BEING CAUGHT BY TWO STUDENT “OCTOPOUSES” WAITING IN THE MIDDLE. IF ANY STUDENT FISH ARE CAUGHT THEY BECOME STUDENT “SEAWEED” AND KNEEL DOWN ON THE OCEAN GRID FLOOR USING THEIR ‘SEAWEED’ ARMS TO HELP THE OCTOPOUSES CATCH THE REST OF THE STUDENT FISH.