

# Protect the Pinnie

*Activity*

**Resource:** PlaySport

**Division(s):** Primary Junior

**TGfU Category:** Zone Games

**Locations:** gymnasium, outdoor space (e.g., field, tarmac)

## Game/Sport Connections

Zone games are activities that involve controlling an object, keeping it away from opponents, and moving it into position to score. Both offensive and defensive players share the same playing area as they work to prevent the other team from scoring. By playing these games, participants develop skills and tactics to play other zone games or games that require the application of similar skills, concepts, and strategies (e.g., soccer, handball, ultimate Frisbee, football, basketball, hockey, goalball, wheelchair basketball, lacrosse).

## Activity Overview

Participants learn about and practise how to move to maintain possession of an object while attempting to gain possession of an opponent's object.

# Key Movement Skills, Concepts, and Strategies

Throughout the activity, consider highlighting the following skills, concepts, and strategies to help participants move to maintain possession of an object while attempting to gain possession of an opponent's object. Note that this list is not exhaustive and further learning opportunities may arise during the task.

## Movement Skills and Concepts

- Locomotion and relationship: travelling safely within the playing area as a group (e.g., staying connected and moving together with the group, while trying to avoid getting tagged by an opponent and/or trying to tag an opponent by taking their group's pinnie).
- Spatial awareness: knowing where and how to move in an activity/game while moving together as a connected group of participants.

## Movement Strategies

- Tactical awareness: developing an understanding of how to move as a group to take a pinnie, while preventing others from taking their pinnie.
- Decision making: learning how to make decisions as a group about what to do (e.g., communicating within the group about how to move while being connected to increase chances of taking another group's pinnie).

## Considerations

- Incorporate some or all of the variations listed in the "Variations" section while planning the activity. This will help to best meet the diverse backgrounds, identities, needs, and interests of participants and maximize the fun, inclusion, participation, and success of everyone.
- To elevate participant voice and choice, periodically pause the activity and share the variations with participants. Ask them to determine how they would like to change the activity to maximize the fun, inclusion, meaningful participation, and success for everyone. Encourage participants to add any variations of their own.

## Equipment

- 1 pinnie or similar marker for each group (e.g., flag, scarf, bandana)
- 1 pool noodle or skipping rope per group (optional)
- Cones to mark boundaries of playing areas

## Safety

- Inspect the equipment and activity area to identify and remove hazards. Check that the activity surface provides sufficient traction.
- Establish the boundaries for the designated playing area at a safe distance from walls and obstacles. Share the boundaries with participants.
- Review the safety rules and activity instructions with participants prior to the activity.
- Instruct participants to be aware of their surroundings, including the locations of other participants during play.

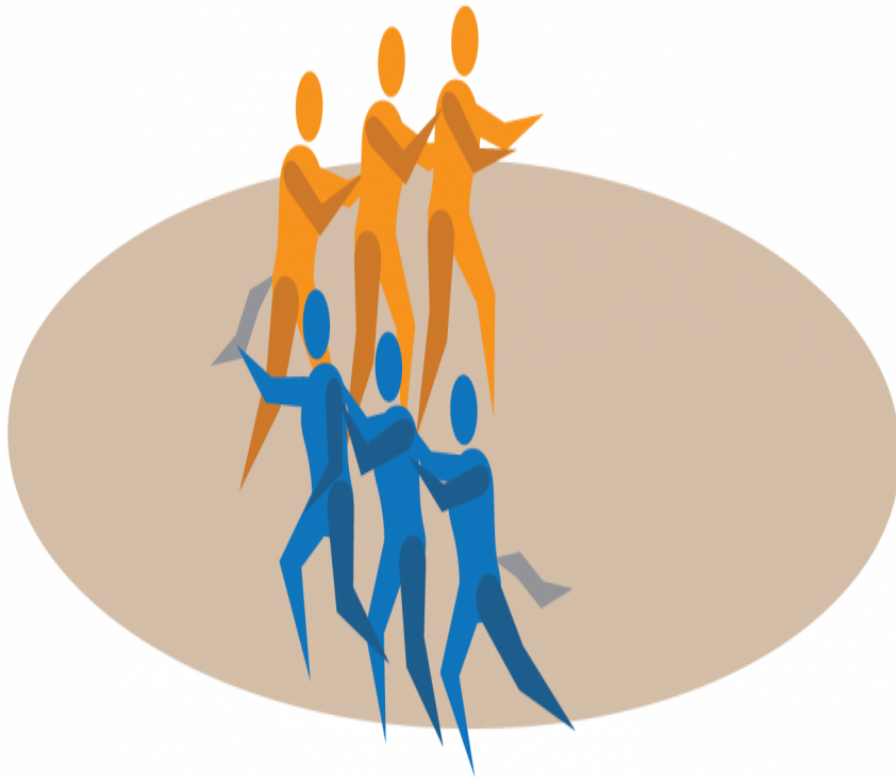
## How to Play

- Divide participants into small groups (e.g., 3 – 4). Two groups play per game.
- Assign 2 groups to 1 playing area, ensuring a safe distance from other groups.
- Provide groups with cones to mark the boundaries of their playing area, as well as a pinnie or other marker (e.g., flag, scarf, bandana).
- Groups form a single file line and hold on to the shoulders of the participant in front of them. Groups may choose to hold on to a skipping rope or pool noodle rather than making physical contact with each other.
- Ask a participant from each group to volunteer to be the last group member in their line. The volunteer tucks their pinnie or other marker into the side of their waistband so that most of the pinnie or marker is still visible.
- Groups move around their designated playing area while the participant at the front of each line attempts to take the pinnie/marker from the other group. Groups work together to protect their

pinnie/marker. Groups may choose to use an implement, such as a pool noodle, to touch another group's pinnie rather than removing the pinnie. The game starts again if the pinnie is removed or touched with an implement, if a group becomes unlinked, or if the pinnie has not been removed/touched after a predetermined amount of time. Before starting a new game, participants rotate 1 position with the person at the front of the line moving to the back of the line.

- After a period of play, provide participants with some or all of the variations. Ask them to decide how they might change the game to enhance their fun, challenge, and success. Encourage participants to add any variations of their own.
- Consider having groups share their variations and select another variation to try with their group.

## Image: Visual Depiction of the Activity Instructions



## Pause for Learning

Throughout the activity, ask open-ended questions to help participants refine their movement skills, strategies, and tactical solutions. Examples include:

- When at the front of your group's line, what strategy do you apply to be successful in retrieving another group's pinnie/marker?
- What do you and your group do when you are trying to prevent another group from taking your pinnie/marker?
- Why is communication important when playing this game?
- Which games or sports have you played or know about that use similar rules and strategies to the ones used in this game?

## Variations

- Increase or decrease the number of participants in each group.
- To keep the game going longer, groups collect another pinnie/marker from a designated space in the activity area when their group's pinnie/marker is taken. Groups attempt to take as many pinnies as possible in a designated period of time.
- Relink without beginning a new game.
- Change the type of locomotion used within the game.
- Create 1 large playing area and have all groups chase each other to collect pinnies/markers while protecting their own pinnies/markers.