

Activity Sheet

Title: Fish-Fishermen

Category: Outdoor activities

ORGANISATION OF THE EXERCISE

Duration: 30 minutes

Arrangement: Entire class

Age: 5 to 6 years old

Materials: /

Objective(s): Learning to respect the rules of a group game

CONDUCT OF THE EXERCISE

Motivation(s) for the exercise : The educator explains: "In the game we're going to play, there are fish and fishermen; some will catch and others will be caught. We'll play twice so everyone can have a turn being a fish and a fisherman."

Exercise : The children form a circle. For the first part of the game, the educator assigns each child a role (every other child is a fish and leaves the circle). The fish gather in one corner of the area while the fishermen secretly choose a number (taking care not to choose numbers that are too large, as it would make the game too long).

The fishermen then move around the circle with their arms spread wide, forming their net. Once everyone is ready, the game begins. As the fishermen count aloud, the fish enter the circle, passing under the fishermen's outstretched arms and quickly exiting. As long as the fishermen keep their arms spread, the fish continue to enter and exit the net. When the fishermen reach their secret number, they lower their arms and crouch down. Any fish caught inside the net at this moment are captured and become fishermen, joining the net. The game continues in this manner until the last fish is caught. It's important that the fish do not try to force their way through the net.

The educator then changes the teams: those who were fish become fishermen, and vice versa.

Variation: Vary the rhythm of the counting rhyme (slow, fast). To choose the number, you can draw from a deck of cards, or alternatively, have the children take turns suggesting numbers.

Control of acquisition: The children have understood the rule:

- They agree to enter the net and come out of it.
- They keep the chosen number a secret.