

## Fish and Fishermen

**Category:** Outdoor Activities

### **ORGANISATION OF THE EXERCISE**

**Duration:** 30 minutes

**Arrangement:** Entire class

**Age:** 5 to 6 years old

**Materials:** None

**Objective(s):** To learn how to respect and follow the rules of a group game.

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### **CONDUCT OF THE EXERCISE**

#### **Motivation for the Exercise:**

The educator explains:

“In the game we are going to play, there will be fish and fishermen. Some children will try to catch, and others will try not to get caught. We’ll play twice so that everyone gets a turn being both a fish and a fisherman.”

#### **Exercise:**

The children form a large circle.

For the first round, the educator assigns alternating roles—every other child becomes a **fish** and steps out of the circle. The remaining children are **fishermen**, standing in the circle with their arms stretched out to form a **net**.

- The fish gather in one corner of the play area.
- The fishermen secretly choose a number (small enough to keep the game active and fun).
- When the game begins, the fish enter the circle, darting in and out of the net formed by the fishermen’s outstretched arms.
- The fishermen count aloud at a steady pace.
- When the count reaches the secret number, the fishermen quickly lower their arms and crouch down—trapping any fish still inside the circle.
- Captured fish join the fishermen for the next round.
- The game continues until all fish are caught. Then, the roles are reversed: fish become fishermen, and fishermen become fish.

#### **Variation:**

- Change the rhythm of counting (e.g., fast or slow).
- Choose the secret number using cards, or allow children to take turns suggesting numbers.

**Assessment of Learning:**

The educator checks for understanding by ensuring:

- Children respect the rule of entering and exiting the net.
- They understand the importance of keeping the chosen number a secret.