

## TREASURE ISLAND

### Achieve the challenge

The aim is to collect treasure and get it back to your team's treasure chest without losing your tail.



### Play the video

Scan this QR code on your mobile device to watch how the game is played.

### Safety

- Ensure the playing area is set out at the start and is safe.
- Ensure players keep their heads up and are aware of where other players are.
- Ensure no contact between players is allowed.

### How to play

1. Get into two teams.
2. Make an area with cones or markers divided by a centre line.
3. On each side of the centre line, mark out two more areas. One is the treasure chest, containing items of treasure, and the other is an island.
4. Make a tail for all players using a bib or a rugby tag and stand with your team in your half.
5. When you're ready to begin, try to collect a piece of treasure from the other team's treasure chest and bring it back to your own treasure chest, without losing your tail.
6. If you lose your tail, you are given your tail back and go to the other team's island. If you lose it when you are carrying treasure, you must put it back and then go to the island.
7. Try to collect the tails from the other team to put them on your island.
8. Tails cannot be taken when players are in their own half and the treasure chest is also a safe zone.
9. You can free players in your team from the island by tagging them.

### Equipment

#### Essential

- Cones or markers to mark out the area, treasure chests and islands.
- Items in each treasure chest e.g. beanbags, balls... or be creative!

#### Optional

- Coloured tails (bibs or rugby tags).

### Spirit of The Games



#### Respect:

Do you always congratulate the other team when they have played well?



#### Honesty:

Are you always honest about being caught or getting freed from the island?



#### Self-Belief:

Are you confident when making your run to collect treasure?

### Link it up

- This activity helps you learn how to dodge and move quickly which is useful in lots of games such as dodgeball, rugby, netball and more.

### Think tactics

- Did your team have a plan about who attacked and who defended?

## TREASURE ISLAND

### Roles for leaders and officials

- Ensure all the equipment is ready.
- Shout Treasure Island if needed, but only after the teams have had a few goes at the basic game.
- If anyone looks unhappy, find out how you can make it better.
- Time the games.
- Check players are only collecting one piece of equipment at a time.
- Check players are going to the island when they get caught.

### Including Everyone

- Can you create certain safe zones in your area that only certain players can use? Or give players roles in your team such as treasure counter or rescuer. How about assigning only one player on each team who can speak?

### STEP in. Including all young people by changing the Space, Task, Equipment or People (STEP)

#### EASIER

- S** Increase the size of the treasure chest.
- T** All players must walk instead of run.
- E** Increase the amount of treasure.
- P** Have selected defenders and attackers.

#### HARDER

- S** Decrease the size of the treasure chest.
- T** Try different ways of moving e.g. skipping, galloping.
- E** Try different ways of carrying the treasure or make some treasure heavier than others.
- P** Increase the size of the teams.

### Change it up

- During the game have music power plays. During this time, you can collect two treasure items at once.
- Each team can shout "Island Rescue" once during the game, freeing everyone in the game.
- Try it without tails, and simply tag your opponents to catch them.
- There are lots of ways that this game could be played. Be creative and come up with your own versions!

### SMILES DETECTIVE

It's important to make sure you can answer YES to the following questions.

#### SMILES checklist:

- Is the activity safe?
- Is everyone joining in?
- Can you change anything if they aren't?
- Is everyone learning new things?
- Is everyone smiling and enjoying the game?

If you can't answer YES to these questions, make sure you **STEP in.**

