



Year 3 to 6 PE Lesson:

GAMES: SPACE MONSTERS

Choose a start point and place another marker at the opposite end of the space.

- Layout objects; teddy bears, cones across the playing area. These are known as the space monsters (defenders)
- Can you dribble using your hands, from the starting point, around the marker and back avoiding the space monsters?
- If you dribble around the marker and back you score 1 point. If you hit a space monster they score 1 point

The first to score 5 points is the winner



Can you keep trying even if the space monsters score more points than you?

Can you play fairly and keep the score?

Top Tips!

Dribbling: Hands

Keep the ball close to you, use the tips of your fingers.

Try not to let the bounce come above your waist and look where you are going!

Lets Reflect

What were the consequences of losing control of the ball?

Why did you need to keep the ball close to you?



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Let us know how you get on and share any photos of your PE lessons with us via Twitter @PEManorPrep, on the PE Google Classroom or by email!





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