

Taha Hinengaro (Mental and Emotional Wellbeing)

Rob the Nest

Taha Hinengaro is about coherent thinking processes, acknowledging and expressing thoughts and feelings and responding constructively. The focus for this activity in relation to Taha Hinengaro is dealing with cheaters and we have chosen the well-known game Rob the Nest to help practise this. This game is perfect to use as by introducing 'moles' into the game some great learning around dealing with cheaters can be had.

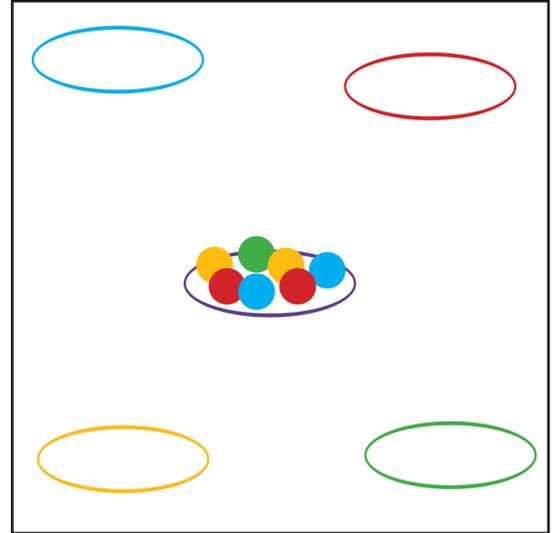
Rob the Nest

Level: All ages (modify to suit)

Equipment: One more hoop than the number of teams e.g. five teams – six hoops (nests), 20-30 objects such as small balls, beanbags, blocks (eggs).

Taha Whānau Outcome: To be able to deal with cheaters in a positive way.

Formation: As in diagram to the right. Teams of three or four, standing behind their nests. Objects placed in central nest.



Directions to play the game

1. If using, set up the mole tasks scenario (see notes below)- you may or may not want to let everyone know there will be moles in the game (depends on the age of students and ability to cope without knowing).
2. Have the team members line up behind their hoops and first in the line goes, gets one egg, drops it in the nest and then tags the next team member who goes and does the same and continue with this. When all objects from the central nest have gone runners may "rob" the nests of other groups.
3. Team members are not allowed to protect their eggs by hovering over them or hiding them.
4. All eggs are returned to the central nest following the end and the game begins again.

Moles: Often with younger students some will push the boundaries anyway, but to get some really great discussions going add some moles into the games. These moles could have different cheating tasks such as taking more than one egg at a time, not waiting their turn, protecting or hiding the eggs they have collected etc or could be more general task of just cheating. You could also introduce that if the moles feel like others have dealt to their cheating well then they could modify their behaviour.

Questions you could ask

Prior to playing:

- What might cheating look like in this game?
- How could we deal with those people cheating? Positively/negatively?

After playing:

- How did it feel to be a mole?
- How did it feel to have people cheating?
- How did we deal with the cheaters? Did it work? - why/why not?
- In a real-life situation what could we do?

Modifications to make the game easier:

- Reduce the size of the area.
- Reduce the distance between hoops.
- Sort equipment by colour- have coloured hoops with matching coloured beanbags.
- Only take from the middle, then restart game.

For Under Fives:

- Have all the children go at once.
- Split the group in half and set up the hoops down two sides, with the eggs spread throughout the hoops. The two groups start opposite each other at the nests. On go they all run to the opposite nests and collect one egg to bring back. Continue for a certain amount of time. You can change the locomotor skill after each round.

Modifications to make the game harder:

- Increase distance between hoops.
- Players must perform two locomotor skills, one to travel to the middle and another when carrying the beanbag.
- Assign locomotor skills to colours (i.e.) red beanbags = skipping, blue bean bag = galloping, green bean bag = side stepping.
- Players must change direction at least once in their turn.
- Change the object control skill- throw and catch to self; throw to a hoop from a distance; bounce the ball; use a hockey stick (or other implement) or foot to dribble the ball.
- Use bean bags with letters or blends on and each group collects a specific letter or blend.