

# Taha Whānau (Social Wellbeing)

## Mokamoka Riot

Taha Whānau is about family relationships, friendships, and other interpersonal relationships; feelings of belonging, compassion and caring; and social support. The focus for this activity in relation to Taha Whānau is communicating with our team mates and we have chosen a game called Mokamoka Riot to help practise this.

### Mokamoka Riot

**Level:** All ages (modify to suit)

**Equipment:** Hoops (1 per child), beanbags or small balls, blindfold (for build four - optional)

**Taha Whānau Outcome:** To be able to communicate well with our team mates.

**Formation:** Divide the class into teams of 5 or 6. Each team stands in a line with each student standing in a hoop (the hoops should be touching).

Each team is called a mokamoka.



### Directions to play the game:

1. The goal of the game is to collect as many objects off the ground by having your mokamoka move forward.
2. To move forward, the last player in line steps into the player in front's hoop, picks up their empty hoop, and passes it to the front.
3. The front player then places the hoop on the ground and steps into it. Every player then shifts forward and the mokamoka has moved.
4. Only the front player may pick up objects, but it is the team's job to carry collected objects throughout the game.
5. The game ends when there are no more objects on the ground.

### Questions you could ask:

- What system did you set up to have your mokamoka move efficiently?
- What were some obstacles you faced as a team in this game?
- How did you overcome those obstacles?
- How did you communicate as a team?
- How could you communicate better?

### Variations:

#### Build One: Mokamoka Races

Before having the students play the full version of the game, have them practice moving their caterpillar by setting up a race. Each team lines up behind a line in the gym and the goal is to get past a line that is on the other side of the gym before time runs out.

**Build Two: Mokamoka Riot**

Players now play the game with the full version of the rules.

**Build Three: Beat The Clock**

Players now play the game with the full version of the rules but with an added time constraint.

**Build Four: Blind Mokamoka**

Have all the players on a team blindfolded except for the last player of that team. That player must guide their team throughout the activity.

**Modifications to make the game easier:**

- Less team members
- For under-fives they could play this game in pairs
- Start with the lower builds

**Modifications to make the game harder:**

- Add build four
- Smaller equipment to stand in
- More objects to collect
- Use less hoops so people have to share from the beginning

**Links to fundamental movement skills:****Locomotor skills**

Walk

**Stability Skills**

Turn

Twist

Balance

<https://thephysicaleducator.com/game/caterpillar-riot/>