PYP-PE
Play. Lead. Reflect.

Invasion Games

Game 01

Yoshi

Cross. Rescue. Reach safety.



- Reach the island in the opposite half.
- Safe at home and on the far island.
- Tagged in their half? Stop, hand up.
- A teammate touches your hand to rescue.
- Both walk home safely, hands raised.
- First whole team on the far island wins.

When should we cross or rescue?

Cooperate | Make decisions | Include everyone

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Invasion Games

Game 02

Capture the Flag

Find a gap. Bring it home.



- Enter their half and collect one flag.
- Carry it home for 1 point. No passing.
- Tagged there? Put the flag down.
- Walk home, hand up, then rejoin.
- Defenders return dropped flags.
- Keep 2 m clear around flag bases.

How can we create a gap together?

Move into space | Work as a team | Think tactically

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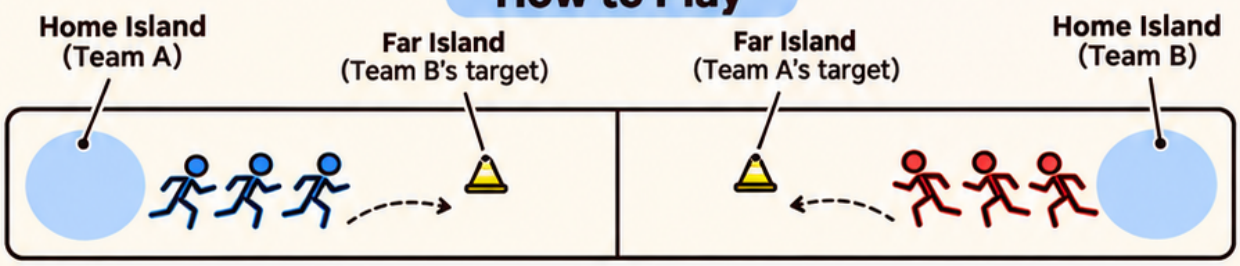
Yoshi

How to Play



Setup

- Use cones or mats to mark two home islands and two far islands.
- Two teams (e.g. 4–6 per team).
- Play for 5–8 minutes or until one whole team reaches its far island.

Rules

- ✓ Reach the far island.
- ✓ Stay safe in your home island and on the far island.
- ✓ If tagged in the opposite half, stop and put your hand up.
- ✓ A teammate can rescue you with a hand touch.
- ✓ First whole team to the far island wins.

Challenge & Think

- How could you change the game to make it more inclusive?
- What strategies helped your team be successful?
- How did you show the Learner Profile in this game?

Variations

- Change the size or number of safe islands.
- Change the rescue rule.
- Add a ball or piece of equipment.

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Capture the Flag

How to Play



Setup

- Use cones to divide the court into two halves and place 3–5 flags in each base.
- Two teams (e.g. 4–8 per team).
- Score by carrying a flag back to your own half.

Rules

- ✓ Enter the other half to collect one flag.
- ✓ Carry it home for 1 point. No passing.
- ✓ If tagged in their half, put the flag down.
- ✓ Walk home with your hand up, then rejoin.
- ✓ Defenders return dropped flags to base.
- ✓ Keep 2 m clear around each flag base.

Challenge & Think

- How can we create a gap together?
- When is the best time to attack or defend?
- How could we adapt the game to include everyone?

Variations

- Change the number of flags.
- Add a safe zone.
- Play in pairs or trios.

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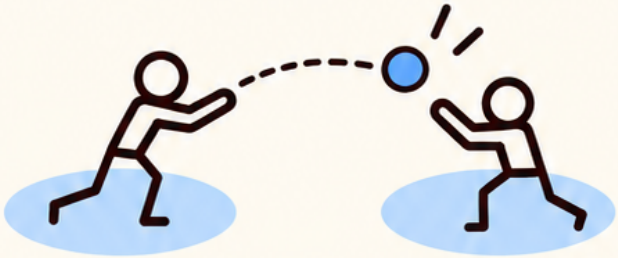
Invasion Games

Game 03

Endzone

Pass. Move. Support.



- Catch in the attacking endzone: 1 point.
- Stop with the ball. Pass in 5 seconds.
- Intercept passes. No contact.
- Dropped ball? Other team restarts.
- Out? Other team passes from the side.
- After a score, restart at halfway.

Where can I move to help?

Support teammates | **Move into space** | **Think ahead**

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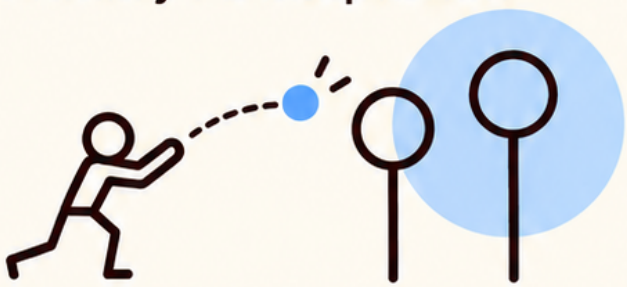
Invasion Games

Game 04

Quidditch

Primary PE adaptation



- Throw the Quaffle through a hoop to score.
- Pass often and move into space.
- If hit by a Bludger, drop the ball and touch your hoops.
- Seeker tries to catch the Snitch.
- No physical contact. Play safely and fairly.
- Work together to find a free hoop.

How can we find a free hoop?

Pass quickly | **Find space** | **Support teammates**

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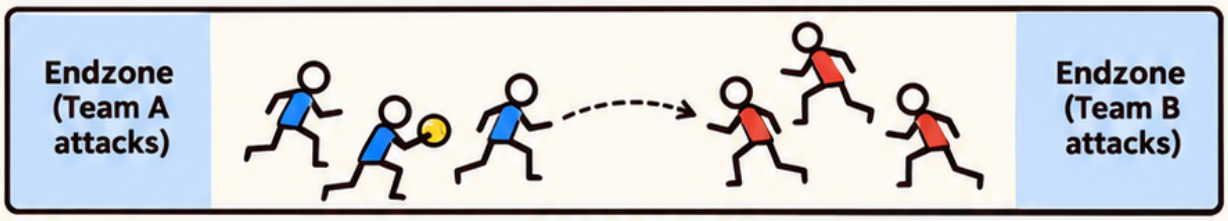
Endzone

How to Play



Setup

- Mark two endzones with cones or lines.
- Use one soft ball and two teams (e.g. 4–6 per team).
- Score by catching the ball in the attacking endzone.

Rules

- ✓ Catch the ball in the attacking endzone to score 1 point.
- ✓ The ball carrier must stop and pass within 5 seconds.
- ✓ Intercept passes. No contact or tackling.
- ✓ If the ball is dropped, the other team restarts.
- ✓ If the ball goes out, restart from the sideline.
- ✓ After a score, restart at halfway.

Challenge & Think

- Where can we move to create space?
- How can we support the ball carrier?
- How could we make the game more inclusive?

Variations

- Everyone must touch the ball before scoring.
- Change the size of the endzones.
- Play smaller or larger teams.

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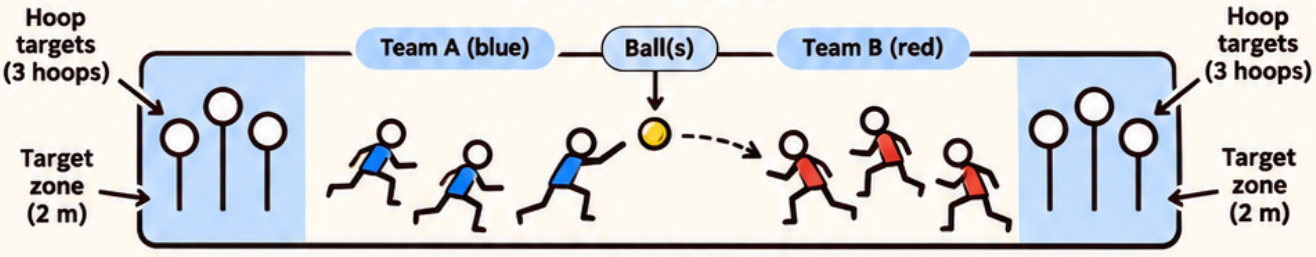
Quidditch

How to Play



Setup

- Set up 3 hoops or standing targets at each end.
- Use 1 Quaffle, 2 Bludgers, and 1 Snitch.
- Two teams with chasers, keeper, beaters, and a seeker.
- Restart at the centre after a goal.

Rules

- ✓ Score by throwing the Quaffle through one of the 3 hoops.
- ✓ Each goal = 10 points.
- ✓ Pass often and move into space.
- ✓ If hit by a Bludger, hand up, drop the ball, touch your own hoops, then rejoin.
- ✓ Seeker tries to catch the Snitch.
- ✓ No physical contact. Play safely and fairly.

Challenge & Think

- How can we find a free hoop?
- How can we support the shooter?
- How could we adapt the game to include everyone?

Variations

- Give different hoops different point values.
- Change the target zone size.
- Use a simplified Snitch rule.

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Invasion Games

Game 05

Benchball

Pass. Catch. Join the bench.



- One teammate starts on the bench in the opposite half.
- Pass to your bench player to score a catch.
- If they catch it, the thrower joins the bench.
- Intercept passes. No contact or tackling.
- If the ball goes out, restart from the side.
- First team with everyone on the bench wins.

How can we create a successful pass to the bench?

Move into space | **Communicate** | **Support teammates**

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Invasion Games

Game 05

Benchball

Pass. Catch. Join the bench.



- One teammate starts on the bench in the opposite half.
- Pass to your bench player to score a catch.
- If they catch it, the thrower joins the bench.
- Intercept passes. No contact or tackling.
- If the ball goes out, restart from the side.
- First team with everyone on the bench wins.

How can we create a successful pass to the bench?

Move into space | Communicate | Support teammates

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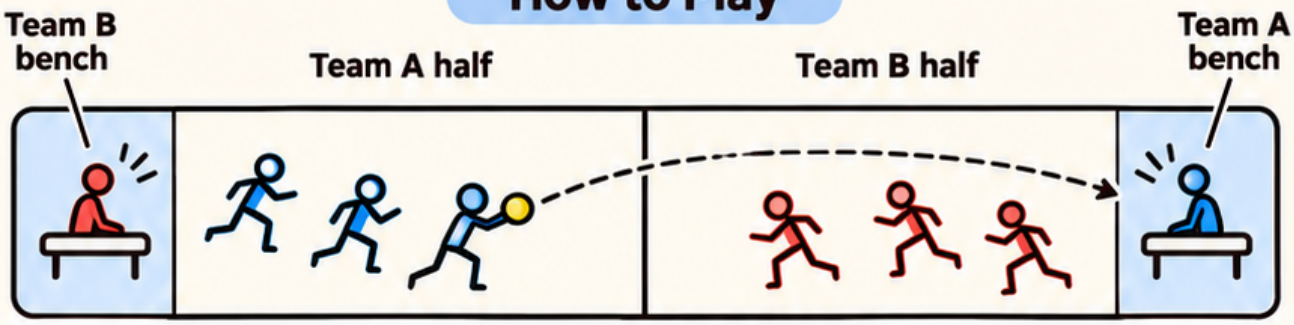
Benchball

How to Play



Setup

- Place one bench or mat behind each end line.
- One player from each team starts on the bench.
- Use 1 soft ball and two teams (e.g. 4–6 per team).

Rules

- ✓ Score by passing to your bench player.
- ✓ If the bench player catches it, the thrower joins the bench.
- ✓ Bench players stay on the bench or in the bench zone.
- ✓ Intercept passes. No contact.
- ✓ If the ball goes out, restart from the sideline.

Challenge & Think

- How can we create space for a bench catch?
- When is the best time to pass to the bench?
- How could we adapt the game to include everyone?

Variations

- Use 2 balls.
- Allow bounce-pass catches.
- Change the bench size or distance.

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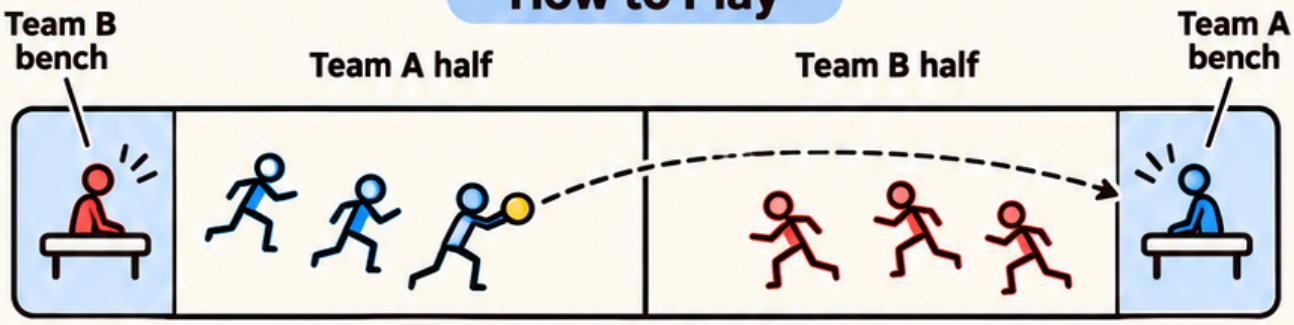
Benchball

How to Play



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