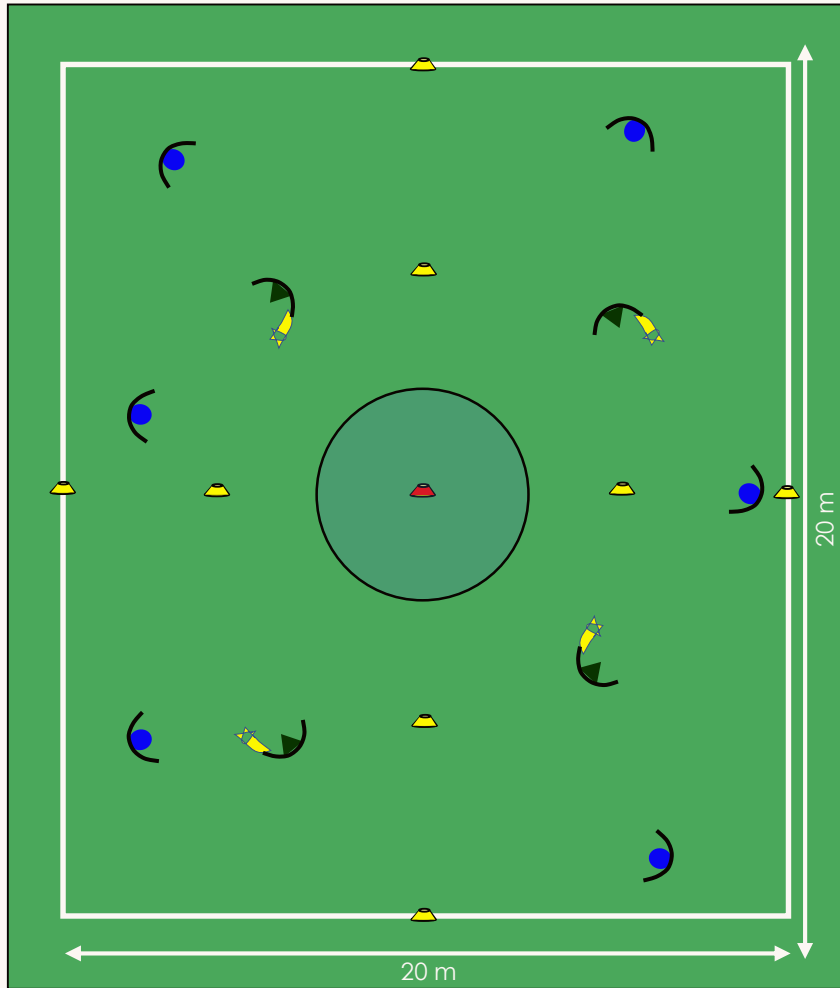


# PERCEPTION GAMES FOR INITIATION STAGE



## Graphical Representation



## Persecution Game – Initiation Stage

**Content:** COORDINATION + PERCEPTION.

**Concept 1:** Turn your head .

**Concept 2:** Look for the position of the teammates.

**Space:** 20 x 20 m divided in 4 squares of 10 x 10 m.

**Teams:** 4 players chasing and the rest escaping.

**Description:** Players with eye shirt in hand (always visible) have to touch players without eye shirt. Role change when that happens.

### Rules:

1. Players who chase must do it in his own area. If they abandon it roles won't change.
2. Escapers are not allowed to stay in the central zone of the pitch marked with a circle.
3. One player that escapes in each zone at least. If trapper realizes that his area is empty, the one that abandon it will chase.
4. Maximum 2 escapers per zone. When chaser identify that a third player invades his zone, raising up his hand will change the roles with him.

