**Get the bean bag**

Players on opposite sides of a playing area each have 3 bean bags. Players run to the other side and steal one bean bag at a time. The winner is the first player to increase their total to 5. Can be an individual or team activity. (Play with 6 or more.)

**What you need**

- Sufficient bean bags for each team, markers to designate lanes and boundaries
- Establish boundaries.

**Playing**

- Players can steal bean bags one at a time from any player opposite.
- Bean bags cannot be stolen if the owner is standing there. An alternative is to have a ‘no guarding’ rule.

**Scoring**

**Individual game:** the first player to accumulate 5 bean bags is the winner.

**Team game:** all the players on one side of the square are a team. When any one player scores 5, the game stops. All the bean bags on that side are tallied and the side with the most bean bags is the winner.

**Change it**

- Set a time limit, e.g. 30 seconds.
- Give a bonus point to the team that scores the first individual 5 points.
- Vary the size of the playing area.

**Safety**

- If indoors, boundaries should be away from walls or freestanding objects.
- Players should be familiar with space and player awareness activities such as *All-in tag* and *Look out for others!*
- Emphasise safety when players cross over each other’s paths.
- After depositing a bean bag, players should check for other players before running back.

**ASK THE PLAYERS**

After some initial play, try the team game and ask the teams to individually discuss strategies for stealing the maximum number of bean bags – play and stop again to share strategies.

**LEARNING INTENTION**

Get the Bean bag builds on introductory space and player awareness activities and develops locomotor skills.