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Fetch

Fetch is a fun, interactive game for Senior Infants to Sixth Class pupils. Flick likes to play the game of 'Fetch' but he waits patiently until the ball is 'played'. During play, the ball then tracks across the screen. The children are asked to use their judgement and skill to click the mouse where they think Flick will catch the ball if he jumps. The children should learn that if they click just in front of the ball, it allows Flick time to jump for it.

The activity is designed to be played by individual pupils, but as each game is quite short, children can work in pairs taking turns by playing 1 or 2 games each. The game's action can be further explained to younger children during a PE lesson, where the teacher or an adult throws a ball just to the side of or in front of the child so the child has to move to catch it.

Curriculum links

Physical Education Strand – To promote understanding and knowledge of the various aspects of movement

Language – English Strand: Emotional and imaginative development through oral language