**EPS et anglais**

[**Cycle 1**](#cycle2)

**Collaborer, coopérer, s'opposer**

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| Jeu traditionnel | Fiche préparation EMILE [« The wolf and the sheep »](https://stocad.ac-nantes.fr/index.php/s/xa5LL5t3YLaM2gG) |

**Eléments linguistiques :**

*The wolf tries to catch the sheep by touching them.*

*Bibs, cones, the playground Wolf and sheep Run – touch – out (of the game). How many times… ?*

*A watcher for each sheep ; one for the wolf. Delimited area as prison - hoops as shelter - carpets as obstacles. The sheep can go to the shelter to rest. If the wolf touches you, go to prison. It’s not allowed to go over the obstacle. The wolf : You have to catch the scarf (scarves) hung in the sheep’s back. You keep one hand behind your back. The sheep : You have to dodge. The watcher : you count how many times the wolf catches the scarf.*

*Start area - Finish area.*

*You have to carry your treasure : 3 boxes (one for the start area, one for the finish area, one for the wolf). The wolves win if they have more balls than the sheep.*