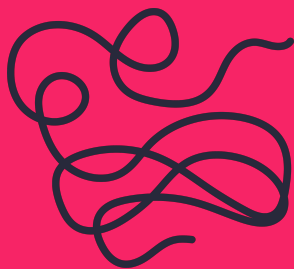
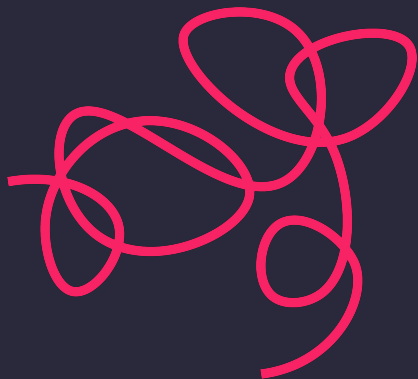


The PlayTank





learning
through
play



PLAYGAMES



Stage 2



Moving

MOVING

I can be creative and effective in the way I move



MESSY BEDROOMS

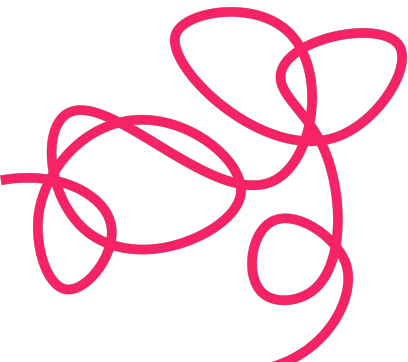
I know what it feels like to move with purpose

ANIMAL CRAWL

I can be creative in the ways I move

THE WILD WEST

I know what an effective movement feels like



Messy Bedrooms

Stage 2 - Moving

I know what it feels like to move with purpose



Equipment

As many small, medium and large balls you can find.

Bean bags.
Cones or discs



Group size

Two groups of five children

Set this up three times for thirty children

Problem

Move as many balls and bean bags as possible out of your bedroom and into the bedroom of the other group



Aim

Keep your bedroom tidy and make the other group's bedroom messy



Messy Bedrooms

Set Up

Divide the space you are working in into two equally sized areas using ten throw down discs. These are the bedrooms. Ask each group to stand in a different bedroom each. Scatter balls and bean bags around the bedrooms.

Each bedroom should have roughly the same amount of equipment in.

How to Play

On the word go, each group must move the balls and bean bags out of their bedroom and into the other Bedroom. Children cannot leave their bedroom.

Ask the children to move like crabs. They can only move sideways. If they want to move forward or backwards they can turn side on.

After three minutes stop the Play Game and see which bedroom has the least amount of equipment in it.

Play Again

Place five throw down discs around each room and specify equipment can only be moved when a child is stood on a throw down disc.

Increase the number of bedrooms



Animal Crawl

Stage 2 - Moving

I can be creative in the ways I move



Equipment

Forty throw down discs
Ninety six bean bags
Twenty different sized balls
One large speaker
One music playing device



Group size

One group of five children
Five groups of two children
Set this up twice for thirty children

Problem

Escape from the Zoo to the Wild without being caught by the Zoo Keepers



Aim

Move as a pair from the Zoo to the Wild to collect food and take it back to the Zoo





Animal Crawl

Set Up

Create a square using throw down discs in one corner of the space you are working in. This is the Zoo. At the opposite end of the space you are working in, create a bigger square using throw down discs. This is the Wild.

Ask the group of five children to stand in the space between the Zoo and the Wild. These are the Zoo Keepers. Ask the pairs to stand inside the Zoo. These are the animals. Ask each pair to choose one member to be the baby animal and one to be the mummy or daddy animal. Give each baby animal a sash to wear.

Scatter bean bags in the Wild. This is the food. Choose any animal. This is the animal that the children must move like when escaping from the Zoo.

How to Play

On the word go, all the animals must attempt to move from the Zoo and into the Wild without the baby animal being tagged by the Zoo Keepers. Children must move like the nominated animal at all times.

When the pairs arrive in the Wild they must collect one piece of food and return in back to the Zoo. A mummy or daddy animal cannot be tagged but they can tag Zoo Keepers. If a Zoo Keeper is tagged they must run to the Wild before catching another animal. If a baby animal is tagged they must return to the Zoo with their mummy or daddy animal before trying to escape to the Wild again. If they have food when they are tagged they must drop it.

The Play Game is complete when there is no food left in the Wild.

Play Again

Change the animal and ask the children to choose the animal.

Add music to the Play Game. Place bean bags and different sized balls around the area and specify that the verses of a song are the night time and the chorus is the day. At night animals can escape the Zoo and be tagged by the Zoo Keepers, but only in the day time can they collect food from the Wild.

The Wild West

Stage 2 - Moving

I know what an effective movement feels like



Equipment

three different colours of
hula hoops
bean bags
different sized balls
sashes



Group size

Three groups of five
children

Set this up twice for
thirty children

Problem

Steal as many cows as possible from the other
cowboys' cow pen, whilst avoiding the Indians' arrows



Aim

Move as many cows as possible from one cowpen to
the other without them being hit by the Indians



The Wild West

Set Up

Place two hula hoops at one end of the space you are working in and two more at the other end. These are the cowboys' cow pen. Repeat with a different coloured set of hula hoops. These are the Indians' teepees. The space between the cowpens and the teepees is the Wild West.

Ask one group of five children to stand in the Wild West. Give them each one medium sized ball. These children are the Indians and the balls are their arrows. Ask the two other groups to stand around one cowpen each. These are the cowboys. Place bean bags and small sized balls in each cowpen. These are the cows.

How to Play

On the word go, the cowboys must attempt to steal cows from the other cowboys' cowpen and return them to their own cowpen. A cowboy can only carry one cow at a time. Once they have placed a cow in the cowpen they can return and collect another cow.

The Indians must try and hit the cowboys with their arrows, below the shoulders. If a cowboy is hit by an arrow, they must leave their cow in the Wild West. Any cows left in the Wild West must be collected by the Indians and taken to a teepee. Cows cannot be taken out of teepees.

The Play Game is over after five minutes or if the Indians have all the cows.

Play Again

Ask the cowboys to pair up and tie one wrist from each cowboy together using a sash. They become one cowboy and one horse. Indians can only hit cowboys and not horses with their arrows.





COORDINATION

COORDINATION

I know the best ways for me to throw, catch and strike



WHACK IT BACK

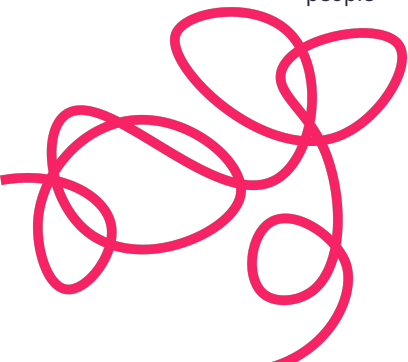
I can make contact with a moving object using something between me and the object

LOST TREASURE

I know the best way for me to throw and catch different objects

CAPTURE THE FLAG

I know what it feels like to move with other people



Whack it back

Stage 2 - Coordination

I can make contact with a moving object using something between me and the object



Equipment

throw down discs
racquets
medium sized balls
small sized balls



Group size

One group of five children
One group of ten children
Set this up twice for thirty children

Problem

Strike the balls with a racquet to stop them hitting your legs



Aim

Move between the Whacker safe zones as many times as possible in three minutes without a ball hitting you on the legs



Whack it back

Set Up

Create two squares using throw down discs in two corners of the space you are working in. This is the Whacker safe zone.

Ask the group of five children to stand in one Whacker safe zone. These are the Whackers. Each Whacker must have a racquet. Ask the remaining children to stand between the two Whacker safe zones and give eight of the children a medium sized ball.

Scatter throw down discs around the space you are working in.

How to Play

On the word go, the Whackers must begin moving between the Whacker safe zones. Each time all five Whackers arrives in a Whacker safe zone they receive one point. The remaining children must attempt to hit the legs of the Whackers with the balls. Whilst Whackers must use their racquets to stop this happening.

If a Whacker is hit on the legs all five Whackers must return to the Whacker safe zone they set off from and try again. Balls can only be thrown at Whackers when stood on a throw down disc. Although children can throw balls to each other from anywhere.

The Play Game is complete when the Wackers have five points.

Play Again

Swap the roles of the children

Change the medium sized balls to small sized balls

Lost Treasure

Stage 2 - Coordination

I know the best way for me to throw and catch different objects



Equipment

throw down discs
hula hoops
bean bags
different sized balls
sashes



Group size

One group of five children
One group of ten children
Set this up twice for thirty children

Problem

Stop the pirates from stealing the treasure



Aim

Move as much treasure as possible from one treasure chest to the other



Lost Treasure

Set Up

Create a two metre squared area using throw down discs in one corner of the space you are working in. This is one pirate ship. Create a similar area in another corner. This is the other pirate ship.

Place one hula hoop in each pirate ship. These are the treasure chests.

How to Play

On the word go, the pirates with the cannon balls must throw their cannon balls out into the sea. They must then take the treasure from one treasure chest and get it to the other treasure chest.

The sailors must throw the cannon balls to hit the pirates with the treasure to stop them getting to the other treasure chest.

If a pirate is hit by a cannon ball they must go back to their ship and try again, leaving the treasure they have lost at sea.

The Play Game is complete when there is no more treasure in the first treasure chest.

Play Again

Add a third pirate ship and treasure chest.

Ask the pirates to work in pairs and tie one wrist per child together.



Capture the Flag

Stage 2 - Coordination

I know what it feels like to move with other people



Equipment

Two different coloured throw
down discs

Two different coloured large
balls
sashes
hula hoops



Group size

One group of seven
children

One group of eight
children

Set this up twice for
thirty children

Problem

Capture the flag and return it to your fort without
being caught



Aim

Capture the flag and return it to your fort without
being caught



Capture the Flag



Set Up

Create a square using throw down discs in one corner of the space you are working in. This is one fort. Repeat with a different colour in another corner. Place one extra large sized ball in the middle of both forts. This is the flag.

Ask each group of children to stand around their fort. Give all the children two sashes each. Ask them to tuck the sashes into the top of their shorts, one on either side, with most of the sash still hanging out.

How to Play

On the word go, each group must attempt to capture their coloured flag from the opposite group's fort. Each group must also defend their own fort at the same time. Children must not enter into their own fort.

The way to defend is by pulling one of the sashes out of the shorts of a child in the opposite group to stop them entering a fort. If a sash is pulled from the shorts, the child who lost it must return to behind their fort before entering play again. The child who pulled the sash must place the sash in their fort. If a child loses both sashes they must return to their fort and either collect as sash from their fort or wait until one is placed in their fort before tucking it into their shorts and entering play again.

If a child has a flag and their tag is pulled off they must drop the flag where they are and return to behind their fort before entering play again. Children can pass the flag between their group and also intercept a flag.

The Play Game is complete when a group has their flag in their fort.

Play Again

Introduce two flags into each fort.

Place six hula hoops around the space you are working in. These are castles where children cannot have their sashes stolen.



Balance & Agility

BALANCE & AGILITY

I know what it feels like to be balanced



LILY PADS

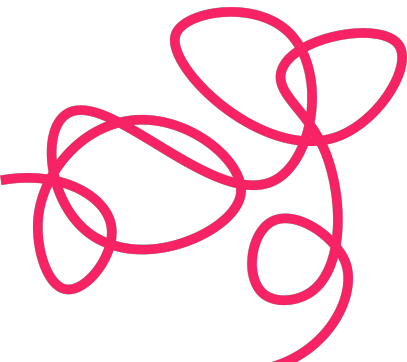
I know that the more points of contact I have
with something solid means the more stable I will
be

RUBIX CUBE

I can move to stay balanced

PIRATE SHIPS

I know how I can stay balanced whilst moving



Lily Pads

Stage 2 - Balance & Agility

I know that the more points of contact I have with something solid means the more stable I will be



Equipment

throw down discs
hula hoops
bean bags
small sized balls



Group size

Three groups of five
children
Set this up twice for
thirty children

Problem

Move across the pond by only stepping on the lily pads



Aim

Reach the other side of the pond as quick as possible
without falling in



Lily Pads

Set Up

Create a square using throw down discs on one side of the space you are working in. This is the starting pond bank. Repeat this on the other side. This is the bank of the fishing pond. The space in between is the pond.

Give each group of children four throw down discs each. These are the frogs and their lily pads. Place hula hoops in the pond. These are islands that the frogs must navigate around.

Ask all groups to find a space on one of the pond banks.

How to Play

On the word go, each group of frogs must move as a group to the other side of the pond. As a group of five the frogs must use the four lily pads as stepping stones across the pond. Picking one up from the back and placing it to the front to move forward.

Frogs must not put any part of their body into the pond, or on an island. If they do they must go back to the start and try again.

The Play Game is complete when all groups have got to the other side of the pond

Play Again

Place bean bags and small sized balls around the pond. This is frog food. Each group of frogs must collect five pieces of frog food and take it with them to the finishing pond bank.

Make one of the groups a crocodile. The crocodile must move around the pond in the same way as the frogs. If any of the frogs are tagged by the front of the crocodile that group of frogs must drop any food they have collected and return to the start to try again.



The Rubix Cube

Stage 2 - Balance & Agility

I can move to stay balanced



Equipment

hula hoops
Four different colours of bean
bags
Four different colours of balls
Four different colours of throw
down discs
large sized balls



Group size

Three groups of five
children

Set this up twice for
thirty children

Problem

Move all the equipment into the matching colour
corner, whilst only stepping on the throw down discs



Aim

Organise all the equipment into the matching colour
corners as quickly as possible



The Rubix Cube



Set Up

Place two hula hoops in the middle of the space you are working in. Place all the bean bags in one of the hula hoops. Place all the balls in the other hula hoop.

Create a one metre squared area in one corner of the space you are working in using throw down discs. Do the same in the other three corners with different coloured throw down discs.

Give each group of children four throw down discs
Ask all the children to stand on the edge of the space you are working in.

How to Play

On the word go, all children must travel as a group to the hula hoops. As a group of five the children must use the four throw down discs as stepping stones to move forwards. Picking one up from the back and placing it at the front to move forward.

No children must not touch the floor at any point. When they arrive at the hula hoops they can collect one piece of equipment to return it to the matching colour corner. If a child drops any equipment or steps anywhere except on a throw down disc they must leave the equipment where it is and go to the edge of the space you are working in before starting again.

The Play Game is complete when all the equipment is out of the hula hoops and in the correct corner.

Play Again

Decrease the number of throw down discs to three.

Give two children in each group a large sized ball to look after. If it is dropped they must go back to the edge of the space you are working in and try again.

Pirate Ships

Stage 2 - Balance & Agility

I know how I can stay balanced whilst moving



Equipment

throw down discs
hula hoops
bean bags
different sized balls
Two different coloured hula
hoops
medium sized balls



Group size

One group of five
children
Five groups of two
children
Set this up twice for
thirty children

Problem

Collect as much treasure as possible from the treasure
islands without being hit by the cannonballs



Aim

Gather onto the pirate ship as much treasure as
possible from the treasure islands





Pirate ships

Set Up

Create an area using throw down discs on one side of the space you are working in. This is the pirate ship. Scatter hula hoops around the space you are working in. These are the treasure islands. Evenly spread the bean bags and different sized balls on each treasure island. This is the treasure. Scatter three different colour hula hoops around the space you are working in. These are the navy ships.

Give the pairs a hula hoop, these are lifeboats, and ask the pairs to stand in the pirate ship. Ask the group of five to divide themselves and stand in the navy ships. These are the navy sailors. Give each navy sailor a medium sized ball. These are the cannonballs.

How to Play

On the word go, each pair of pirates must travel inside their lifeboat to the treasure islands. The navy sailors must try and hit the pirates, below the waist, with the cannonballs. Navy sailors can only throw a cannonball from the navy ships.

When a pair of pirates arrive at a treasure island, one pirate can leave the lifeboat and jump onto the treasure island to collect a piece of treasure. They must then go back inside the lifeboat and return that treasure to the pirate ship. If either pirate is hit by a cannonball at any time they must drop the treasure in the sea and try again.

The Play Game is complete when there is no more treasure left on the treasure islands.

Play Again

Make each pair of pirates responsible for one colour of treasure.

Introduce one super sailor who can throw a cannonball from anywhere.



Negotiating Space

NEGOTIATING SPACE

I can think of ways to make myself bigger and smaller



MAZE RUNNERS

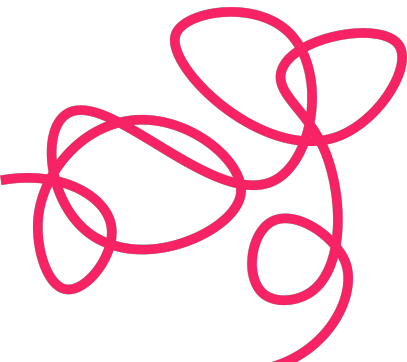
I know how to fit through small spaces

GOLD RUSH

I can change my position to help me reach
something

THE SPIDER'S WEB

I know where things are around me



Maze runners

Stage 2 - Negotiating Space

I know how to fit through small spaces



Equipment

throw down discs
hula hoops
Four different coloured bean
bags
Three different coloured
balls
blindfolds



Group size

Five groups of three
children
Set this up twice for
thirty children

Problem

Go through, over or under the maze to collect the
gems



Aim

Collect all the gems and place them in the end gem
box as quickly as possible



Maze Runners

Set Up



Create a squared area using throw down discs on one side of the space you are working in. This is one gem box. Repeat this with another colour throw down discs. Place hula hoops randomly between the two gem boxes. Place an even number of bean bags and different sized balls in each hula hoop.

Make sure each hula hoop has only one colour of equipment in. The fifth hula hoop can be a multi coloured one.

Ask each group of three children to stand in one of the gem boxes.

How to Play

On the word go, each group of three children must choose one member to be the maze runner. As a three they must visit each hula hoop on their way to the other gem box. At each hula hoop the maze runner must enter the hula hoop through, over or under a shape that the other two children make.

Once through, the maze runner can collect one gem. Each group of three must visit each hula hoop and then drop off five gems into the other gem box. They must then select a different maze runner and repeat.

The Play Game is complete when all gems are in the end gem box.

Play Again

Blindfold the maze runner.

Ask one member of each group to make a shape for the maze runner to move through to enter the hula hoop, and one member of each group to make a shape for the maze runner to exit the hula hoop through.

Gold Rush

Stage 2 - Negotiating space

I can change my position to help me reach something



Equipment

bean bags
different sized balls
throw down discs



Group size

I can change my
position to help me
reach something

Problem

Retrieve as many pieces of gold as possible



Aim

Protect your gold whilst collecting as much gold as possible from other castles



Gold Rush

Set Up

Ask each group to find a different spot on the edge of the space you are working in. Give each group ten bean bags, six different sized balls. This is the gold.
Give each group a throw down disc.

How to Play

On the word go, the children must build a human castle over and around their gold. The gold must be on the floor at all times. No part of the children must be touching the gold. At the same time, one member of each group must take a throw down disc, travel to another human castle, place the throw down disc down beside the human castle and attempt to collect a piece of gold from inside.

Children must have at least one point of contact with their throw down disc at all times. Children in the human castle can not move to deliberately block any child attempting to collect a ball from inside their castle. Once a child collects a piece of gold they must take it back to their human castle and place it inside. They then tag another group member to collect a piece of gold and they become part of their group's human castle.

The Play Game is complete after five minutes. Which group has the most gold?

Play Again

Make it possible for two children to go on a gold rush at once.

Make it possible for children to tag other children when running between the human castles. If a child is tagged with gold, they must drop it and return empty handed.



The Spider's Web

Stage 2 - Negotiating space

I know where things are around me



Equipment

different sized balls
blindfolds



Group size

Ten groups of three
children

Problem

Move the balls through the spider's web without
touching anyone else



Aim

Move all five balls from one side of the spider's web to
the other



The Spider's Web

Set Up

Give each group of three children, five different sized balls.

Ask each group to find a space and place the five balls on one side of them.

How to Play

On the word go, each group must choose one member to be the spider. The other members of the group must make a maze using their limbs. This is the spider's web.

The spider must then move all five balls through the spider's web, without touching any part of the spider's web.

Once a ball is placed on the other side of the spider's web, the spider must move back through to collect the next ball. The spider's web must change shape every time the spider has gone through it. If the spider touches the spider's web, they must start that entry again.

The Play Game is complete when all members have been the spider.

Play Again

Make the spider's web bigger by making groups of four.

Blindfold the spider, but make it ok to touch the spider's web.





RELATING TO OTHERS

RELATING TO OTHERS

I can be kind and supportive to others



TOO CLOSE FOR COMFORT

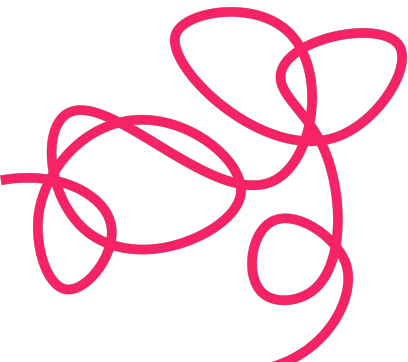
I can spot where other people's personal space is

ALPHABET BOXES

I can work happily together with others

DODGE THE SNAKES

I think of what others need



Too close for Comfort

Stage 2 - Relating to others

I can spot where other people's personal space is



Equipment

Two different colours of throw down discs

Two different colour of sashes

Three different colours of balls
blind folds



Group size

Ten groups of three children

Problem

Get to the finish line in the most comfortable way possible



Aim

Get all the green equipment behind the green line and
all the red equipment behind the red line



Too Close for Comfort

Set Up

Create one line using throw down discs at one end of the space you are working in. Repeat with a different colour. Place bean bags, sashes and different sized balls behind each line.

Ask all groups to stand behind one of the lines.

How to Play

On the word go, each group must set off and organise the equipment into the right areas. To start the first member of the group must take one step forward and then make a shape using their body.

The next member of the team must go through, under or over that shape, and then create a new shape in front of the first person, continuing in line. The next member must then go through, under or over the first and second shape. Finally making their own shape.

Once a group reaches the right area they can leave the equipment there and go again.

The Play Game is over when all the equipment is behind the corresponding coloured line

Play Again

Give two children in each group a medium sized ball to look after. If a ball is dropped (or touches the floor) the whole group must go back to the start line and try again.

Blindfold one member of each group



Alphabet Boxes

Stage 2 - Relating to others

I can work happily together with others



Equipment

throw down discs

pieces of paper with
letters on



Group size

Two groups of five
children

Set this up three times
for thirty children

Problem

Collect as many letters as possible to make as big a
word as possible



Aim

Collect as many letters as possible and create the
longest word possible



Alphabet Boxes



Set Up

Create a large rectangle using throw down discs down either side. Create a halfway line in the middle of the area.

Create a line using throw down discs, parallel with the halfway line and approximately two metres inside the baseline. Do the same for the other baseline. These are the safe zones. Behind each baseline create a one metre deep by five metre wide area using throw down discs. These are the alphabet boxes.

Ask one group of children to stand in one half and the other group of children to stand in the opposite half of the area. Place fifty pieces of paper in each alphabet box, each with a different letter on. The alphabet box behind each group of children at the start is their alphabet box.

How to Play

On the word go, each child must move to the other group's alphabet box to collect one letter each. They then must run back to their group's alphabet box and drop the letter into that box before trying again.

Children can be tagged by the children in the opposite group, but not when they are in the safe zones. If a child is tagged they must place their letter back in the alphabet box that they found it in and return to their alphabet box before starting again. Continue this for five minutes. After five minutes ask each group of children to stop and return to their alphabet boxes.

Give each group three minutes to use all the letters in their alphabet box to make the longest word they can.

The Play Game is complete when each group of children is happy they have the longest word possible.

Play Again

Ask the children to make as many words as they can with the letters they have rather than the longest word possible.

Pair each member of the group with a child from the opposite group. Children can only then tag the child they have been paired with.

Dodge the Snakes

Stage 2 - Relating to others

I think of what others need



Equipment

Two different coloured
sashes
small sized balls
hula hoops



Group size

Ten groups of three
children

Problem

Dodge the snakes for as long as possible



Aim

Be the last children left not in a snake



Dodge the snakes



Set Up

Give each group two sashes to hold onto, forming a chain. One child in the middle holding a sash in each hand with another child holding onto one sash each.

Give one group of three green sashes to wear. These children are the snake. Give the snake two small sized balls. The child at either end of the snake must take a medium sized ball in their free hand.

Scatter three hula hoops around the space you are working in. These are safe zones. Ask all the groups of three to find a space. Make sure you have ten small sized balls spare at the edge of the space you are working in.

How to Play

On the word go, the groups of children must dodge the snake. The snake must try and touch any child with one of the balls. Children can go into the safe zones and not be tagged, however a child is only allowed in a safe zone for ten seconds. If a group of three children is tagged by the snake they must join that snake, making sure all children are connected with the sashes one ball at either end of the snake.

If another group of three is tagged by the snake they must become a new snake. Each snake with a small sized ball to be held at either end. They must then also go and tag children. A snake must only have six children. The snake cannot tag if the chain between the children is broken.

Children must stay attached in their group of three at all times. If they separate they must become part of a snake.

The Play Game is complete when there is only one group of three not attached to the snakes.

Play Again

Start with two groups being a snake so there is now two snakes to dodge.

The children with the balls can throw the balls to tag children.



DECISION MAKING

DECISION MAKING

I can make good decisions based on my strengths and weaknesses



INVASION

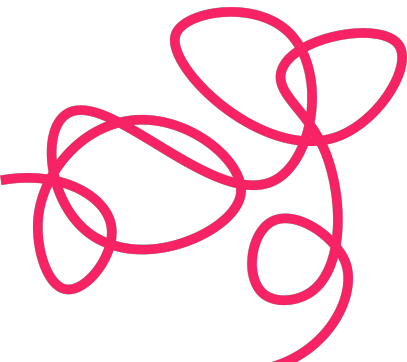
I can attack and defend in different ways

TIME BOMBS

I can make effective decisions quickly

ROAD BLOCKS

I can spot what other people will and will not be able to do



Invasion

Stage 2 - Decision making

I can attack and defend in different ways



Equipment

throw down discs
medium sized balls
hula hoops
sashes



Group size

Two groups of five
children

Set this up three times
for thirty children

Problem

Score more goals than you concede



Aim

Move the ball into the opposite group's goals as many
times as possible by moving it to a group member
standing inside the goals





Invasion

Set Up

Create a large rectangle using ten throw down discs. This is the pitch. Place two hula hoops in the two corners of the area, and two different colour hula hoops in the opposite two corners. These are the goals. Place one medium sized ball in the middle of the pitch.

Ask one group of five to stand and defend one pair of hula hoops at one end and the other group of five to stand and defend tother.

How to Play

On the word go, children from each group must run to grab the ball. Children can run with the ball but if they are tagged they have to stop and pass the ball to another group member.

A goal is scored when the ball is caught by a member of the group in the opposite group's goal. The group without the ball can intercept the ball but not tackle the ball out of any child's hands.

Once a goal has been scored the play starts again with the group that just conceded a goal starting from their goal area.

The Play Game is complete when one group reaches ten goals.

Play Again

Use two balls at once

Give two members of each group a red sash. Children with a red sash cannot run with the ball. If a child is tagged with the ball this results in a turnover, this promotes the group to keep the ball away from contact.

Time Bombs

Stage 2 - Decision making

I can make effective decisions quickly



Equipment

Four different colours of throw down discs.
Sized balls



Group size

One group of seven children
One group of eight children
Set this up twice for thirty children

Problem

Move the time bombs past the opposite group's baseline more times than they move the time bombs over your group's baseline



Aim

Move ten time bombs over the opposite group's baseline as quickly as possible before ten time bombs cross your group's baseline



Time Bombs

Set Up

Create a large rectangle using throw down discs down either side, and two baselines in different colours. This is the pitch. Create a two metre wide channel in the middle of the pitch using another colour throw down discs. This is no man's land and must run the width of the pitch.

Make sure the pitch is large enough so that it is challenging but not impossible for your children to move the ball over the opposing groups baseline.

Ask one group of children to occupy one baseline and ask the other group to occupy the other baseline
Place five different sized balls in each half of the pitch. These are the time bombs.

How to Play

On the word go, children have to move the time bombs over the opposing groups baseline. Children can run with the time bombs, if they have caught it, but cannot if they have just picked it up. Children may pass a time bomb to another member of their group.

Children must not enter or go beyond no man's land. If a time bomb moves over the opposing groups baseline that is one point. Children can stop the time bombs going over their baseline. If a time bomb does go over their baseline, they can go and collect it and reintroduce the time bomb into play.

The Play Game is complete when one group reaches ten points.

Play Again

Introduce a line of five throw down discs that is parallel to each of the baselines on each side of no man's land. This line should be halfway between baseline and no man's land. Children can move time bombs from behind this line only but can collect timebombs on the other side of this line.

Make the baselines narrower.



Road Blocks

Stage 2 - Decision making

I can spot what other people will and will not be able to do



Equipment

hula hoops
throw down discs
different sized balls
bean bags
blindfolds



Group size

Ten groups of three
children

Problem

Complete the challenges to move over the road blocks



Aim

Complete each of the challenges and get to the finish
line over all of the road blocks



Road Blocks

Set Up

Place three hula hoops for each group of three children in an equal line from one side of the space you are working into the other. These are the roadblocks.

The first hula hoop is roadblock one, the second hula hoop is roadblock two and the third hula hoop road block three. Between the third roadblock and the finish line create a slalom course using ten throw down discs. Place a ball in each hula hoop.

Ask the children to stand at one end of the space you are working in with each group lining up behind a line of hula hoops. Within each line of road blocks create the following challenges. Roadblock 1: One child must sprint to the next hula hoop and back three times. Road block 2: One child must add up all the ages in their group and then make the answer as a group using their bodies. Road block 3: One child must be blindfolded and be navigated by the rest of the group to the finish line through a slalom course of throw down discs.

How to Play

On the word go, the children must travel to to the first road block and choose the best member of the group to complete the challenge. On completion of the challenge they must collect the ball from the hula hoop and move onto the next roadblock. Children must repeat this for road block two and three. Each member of the group must complete one road block each.

The Play Game is complete when all groups have completed all three roadblocks and collected all three balls and crossed the finish line.



Play Again

Ask the children to find different group members. Decide on different challenges at each roadblock.



ANGLES & SURFACES

ANGLES & SURFACES

I know about different angles and surfaces



TRAMPOLINE BALL

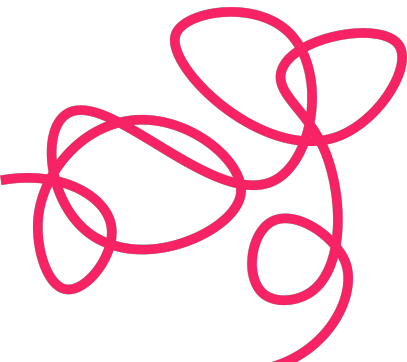
I know how different objects will react to different surfaces

CRAZY GOLF

I can bounce objects in different ways using different angles

HUNGRY HEDGEHOGS

I can keep moving forward whilst navigating through crowded spaces



Trampoline Ball

Stage 2 - Angles & surfaces

I know how different objects will react to different surfaces



Equipment

throw down discs
bean bags
sashes
medium sized balls
small sized balls
One roll of tape



Group size

One group of four children
Set this up seven times
for thirty children (with
one group being a
group of six children)

Problem

Make the ball bounce twice on the opposite side of the dividing line before the other group can hit it back



Aim

Collect five bounce points



Trampoline Ball

Set Up

Create an area that is two metres wide by two metres long using throw down discs. This is the trampoline. Place a line of throw down discs through the middle of the trampoline. Make sure the line extends one metre past the edge of the trampoline on both sides. This is the dividing line.

In the trampoline, place two bean bags and three throw downs discs on top of each other. Ask the group of four to divide into pairs and stand on one side of the trampoline each. Give one pair around the hula hoop a large sized ball.

How to Play

On the word go, the pair with the large sized ball bounces the ball into the trampoline and toward the other pair. The receiving pair then have a maximum of five touches to stop the ball from bouncing twice on their side of the dividing line, without catching it, and then bounce it back through the trampoline to the other pair.

If the ball bounces twice on the outside of the trampoline and over the dividing line, the pair who bounced it through the trampoline collects one bounce point. A new point is then started.

The Play Game is complete when one pair has collected five bounce points.

Play Again

Specify a maximum of three touches per pair.

Increase the group size to three children.



Crazy Golf

Stage 2 - Angles & surfaces

I can bounce objects in different ways using different angles



Equipment

throw down discs
hula hoops
bean bags
different sized balls
Two different colour sashes



Group size

One group of six children

Set this up five times
for thirty children

Problem

Move the object ball, using the knockerball, into the golf holes



Aim

Move the object ball into all six holes, one hole at a time, taking as few a hits of the knockerball as possible



Crazy Golf

Set Up

Create six golf holes, each three metres long. Number each hole one to six. Set up a golf hole by creating a start point using one throw down disc at one end. This is the tee. At the other end, create a three sided area using three bean bags. This is the hole.

Create at least one obstacle per hole, using sashes and throw down discs or other equipment. Obstacles will need securing to the floor with tape.

Give each child one medium sized ball. This is the object ball. Give each child a small sized ball. This is the knockerball. Ask each child to stand at the start of one hole each.

How to Play

On the word go, each child must hit their object ball, using their knockerball, towards the hole. Children can only move the object ball using the knockerball. Children can be touching the knocker ball when it touches the object ball.

Once a child has moved their object ball into the hole, remembering the amount of shots it has taken them, they move onto the next hole once the child in front of them is finished.

The Play Game is complete when all children have played all six holes



Play Again

Change the size of both balls or change the obstacles.

Ask the children to work in pairs, taking it turns to hit the knockerball.

Hungry Hedgehogs

Stage 2 - Angles & surfaces

I can keep moving forward whilst navigating through crowded spaces



Equipment

throw down discs
hula hoops
bean bags
different sized balls
sashes



Group size

Eight groups of two children
Set this up twice for thirty children (seven pairs in the second set up)

Problem

Collect as many pieces of food as possible and return them to the burrow



Aim

Collect as many pieces of food as possible and return them to the burrow, whilst staying connected





Hungry Hedgehogs

Set Up

Create a square using throw down discs. This is the wood.
Place seven hula hoops around the edge of the wood.
These are the burrows. Around the edge of each hula hoop make a ring of five throw down discs, half a metre wider in diameter than the burrow.

Assign a burrow to each group and ask them to stand inside their burrow. These are the hedgehogs. Give one pair of children red sashes and ask them to stand in the middle of the wood. These are the badgers.
Scatter bean bags and different sized balls inside the wood. These are the pieces of food.

How to Play

On the word go, all hedgehogs must move to collect pieces of food and bring them back to the burrow. Each pair of hedgehogs must be holding hands at all times, if they are not they must drop their food and spend ten seconds in their burrow before starting again.

Each hedgehog must have one piece of food at a time. If a hedgehog is tagged by a badger, both hedgehogs in that pair must drop their food and spend ten seconds in their burrow before starting again. Hedgehogs and badgers must not go outside the wood, if they do they have to spend ten seconds in their burrows. Hedgehogs can only place the food in the burrow from outside of the ring of throw down discs.

The Play Game is complete when all the pieces of food are in the burrows.

Play Again

Tie the arms together of one member of each pair.

Increase the number of badgers to four.



SPATIAL AWARENESS

SPATIAL AWARENESS

I can create and use space



THE DONKEY PEN

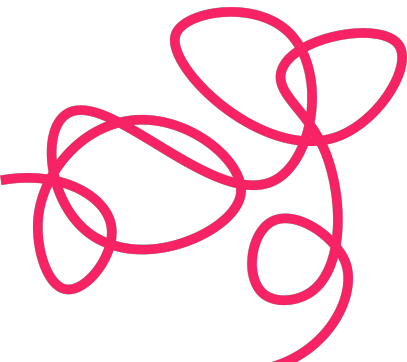
I can think of other ways to help me be aware of
what is around me when i cannot see

AS QUIET AS A MOUSE

I know how to move into space to give myself
more time

UNDER ATTACK

I can use space effectively to help me solve a
problem



The Donkey Pen

Stage 2 - Spatial awareness

I can think of other ways to help me be aware of what is around me when I cannot see



Equipment

throw down discs
blindfolds
bean bags
different sized balls
hula hoops



Group size

Ten groups of two
children

Five groups of two
children

Problem

Move from one donkey pen to the other whilst being blindfolded



Aim

Collect three pieces of donkey food and arrive safely in the finishing donkey pen



The Donkey Pen

Set Up

Create a space using throw down discs on one side of the space you are working in. This is the starting donkey pen. Repeat this on the other side of the space. This is the finishing donkey pen.

The space between the donkey pens is the field.

Ask the pairs to choose one member to be blindfolded. These are the donkeys and the other member is the guide. Ask the group of ten to divide into pairs and give one member of each pair a blindfold to wear. These are the farmers.

Place bean bags and different sized balls around the field. This is the donkey food. Place hula hoops around the field. These are the trees. Ask all blind donkeys and their guides to stand in the starting donkey pen. Ask the farmers to stand in the field.

How to Play

On the word go, the guide must direct their blind donkey through the field towards the finishing donkey pen. Each blind donkey must collect three pieces of food before arriving in the finishing donkey pen. If two blind donkeys collide then they must both return to the starting donkey pen, drop any food, and try again. If a blind donkey goes into a tree they must return to the starting donkey pen, drop any food, and try again.

The blind farmers must move in the same way as the blind donkeys and try to tag the blind donkeys. The farmer's guide cannot tag the blind donkeys. If a blind donkey is tagged by a blind farmer they must go back to the starting donkey pen and try again. At no point should the blind donkey remove their blindfold.

The Play Game is complete when all donkeys and all guides are in the donkey pen.

Play Again

Specify that the guide cannot speak to the blind donkey

Ask the children to swap roles or change the group size to three children and have two blind donkeys and one guide.



As Quiet as a Mouse

Stage 2 - Spatial awareness

I know how to move into a space to give myself more time



Equipment

Sixteen hula hoops
Six hula hoops
Eighty bean bag
Sixty different sized balls
Twenty six sashes
Twenty six medium sized balls



Group size

One group of two children
One group of thirteen children
Set this up twice for thirty children

Problem

Stay in possession of the mouse tail for as long as possible



Aim

Stay in possession of the mouse tail for as long as possible



As Quiet as a Mouse

Set Up

Create a space using throw down discs on one side of the space you are working in. This is the cheese factory. Place three hula hoops around the space you are working in. These are the mouse holes. Place bean bags and different sized balls at one end of the space you are working in. These are the pieces of cheese.

Ask the group of two children to stand around the space you are working in. These are the cats. Ask the group of thirteen to stand at the opposite side to the cheese factory. These are the mice.

Give each mouse one sash and ask them to tuck it into the top of their shorts, making sure over half is hanging out. These are the mouse tails.



How to Play

On the word go, all the mice must attempt to collect the pieces of cheese from the cheese factory and place them into the mouse holes. The cats must attempt to pull the tails from the mice, but cannot go inside the cheese factory. If a mouse loses their tail they become a cat.

Mice can only take two pieces of cheese at once. If a mouse is carrying pieces of cheese when their tail is taken they must drop all the cheese where they are. Mice cannot have their tails taken in a mouse hole but cannot stay in a mouse for more than ten seconds.

The Play Game is complete when the final mouse becomes a cat.

Play Again

Giving each mouse a ball when they become a mouse trap. They can use this ball to throw or kick it towards a mouse. If a mouse is hit below the waist by a ball from a mouse trap, they also become a mouse trap. If a mouse loses their tail they become a cat instead of mouse trap.

Under Attack

Stage 2 - Spatial awareness

I can use space effectively to help me solve a problem



Equipment

throw down discs
hula hoops
different sized balls



Group size

Two groups of five
children

Set this up three times
for thirty children

Problem

Use the balls to get three members of the opposite
group sitting down



Aim

Get three children in the opposite group sitting down
at once



Under Attack



Set Up

Create a large rectangle using throw down discs. This is the pitch. Divide the pitch into two halves using different colour throw down discs. This is the halfway line. Place six different sized balls along the halfway line.

Ask one group of five children to stand in one half and the other group of five children to stand in the other half of the pitch. Ask one member of each group stand in the space around the outside of the opposite half of the pitch to their group's half.

How to Play

On the word go, all children must move to the halfway line to grab a ball. Children must then move the balls towards the children in the other group. If a child is hit by a ball below the shoulder that child must sit down.

If a child who is sat down catches a ball they can stand up again. If a child already standing catches a ball they can tag a member of their group who is sat down and they can stand up again.

Children must not cross the halfway line at any point. The child on the outside of each half can play in the same way as the rest of the children in their group except they cannot go inside the pitch at any point. Only hits below the shoulders count.

The Play Game is complete when one group has three children sat down at once.

Play Again

Introduce a superhero for each group by giving them a red sash. A superhero is immune from hits. They can use their superpower to block the balls from hitting other children in their group.

Create a channel one metre wide which runs along the width of pitch using ten throw down discs. No children can enter this area and any balls that end up in this space are lost.



OBJECT CONTROL

OBJECT CONTROL

I know what it feels like to be in control of different objects



UNDER CONTROL

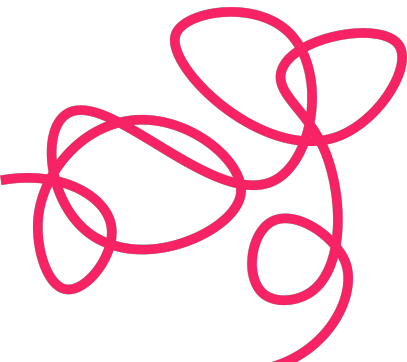
I know what it feels like to be in control of different objects

CIRCLE TENNIS

I know what it feels like to control objects using a racket

SPACE RANGERS

I know what it feels like to be in control of different objects whilst moving quickly



Under Control

Stage 2 - Object control

I know what it feels like to be in control of different objects



Equipment

throw down discs
Two different coloured hula hoops
different sized balls



Group size

Two groups of five children
Set this up three times
for thirty children

Problem

Collect all six balls into your group's hula hoop



Aim

Collect all six balls into your group's hula hoop



Under Control

Set Up

Create a rectangle using throw down discs. This is the pitch. Place one hula hoop in one half of the pitch, and a hula hoop in the other half, one metre from each baseline. Place an even number of different sized balls in the each hula hoop.

Split the group in half, with each half around their hula hoop with a matching colour sash. Each group must divide into three attackers and two blockers.

How to Play

On the word go, each group must collect the matching colour balls and take back to their hula hoop. Each group can also steal the opposite coloured balls and place them in their hula hoop. The attackers of each group are responsible for collecting the balls and the blockers are responsible for tagging the other group or intercepting the balls.

If a child is tagged they must drop a ball if they have one and touch the base line behind their hula hoop before entering play again. The three attackers in each group must only collect one ball at a time and can pass it between themselves.

The Play Game is complete when a group has all six of their balls in their hoop.

Play Again

Swap the roles of the children.

Make one attacker in each group a superhero. A superhero can be an attacker and be a blocker at the same time.



Circle Tennis

Stage 2 - Object control

I know what it feels like to control objects using a racquet



Equipment

Throw down discs
hula hoops
medium sized ball
small sized ball
different sized balls



Group size

Two pairs of children

Set this up eight times
for thirty children (with
the eighth group made
up of two children)

Problem

Hit the balls into the hula hoops without them
bouncing first



Aim

Score ten points



Circle Tennis

Set Up

Create a circle approximately six metres in diameter using throw down discs. Create a line through the middle of the circle using throw down discs. Place three hula hoops around the inside edge of each half of the circle.

Ask one member of each pair to occupy one a half of the circle and the other member of each pair to stand on the outside of the circle acting as backstops. Give each child inside the circle a racquet and a medium sized ball.

How to Play

On the word go, each child must attempt to use their racquet to move the ball into a hula hoop in the opposite half. A point is scored if the ball lands inside a hula hoop without bouncing. No child must cross the centre line.

A child can catch the ball, block it or hit it straight back to stop it going into a hula hoop on their side. If a backstop collects a ball they must return it to their partner. The Play Game is continuous with both balls always in play.

The Play Game is complete when one child has scored ten points.

Play Again

Play with small sized balls

Introduce four different sized balls



Space Rangers

Stage 2 - Object control

I know what it feels like to be in control of different objects whilst moving quickly



Equipment

throw down discs
hula hoops
Large sized balls
small sized balls
throw down discs

Two different coloured sashes



Group size

One pair of children

One group of eight children

Problem

Sort all of the stars into the correct galaxies without holding them



Aim

Organise all of the stars into the right galaxies



Space Rangers

Set Up

Create a large circle approximately twelve metres in diameter using throw down discs. This is the Universe. Create a pile of equipment including, bean bags, hula hoops, large sized balls and small sized balls. These are the stars. Create four one metre squared areas using throw down discs around the outside of the Universe. These are the galaxies.

Place a hula hoop in one galaxy, a small sized ball in another, a large sized ball in another and a bean bag in the remaining galaxy.

Give the pair of children a sash each. These are the aliens. Give each child in the group of eight a different colour sash. These are the space rangers. Ask the aliens and the space rangers to take up a position inside the Universe.

How to Play

On the word go, the space rangers must move to the stars and collect one star. Once they have collected a star they must return it to the matching galaxy. The space rangers can touch the stars but not hold them. If a space ranger is holding a star they can be tagged by an alien, but not if they are not holding a star.

If a space ranger is tagged they must drop their star where they are, put on a sash and become an alien. The aliens can also collect stars from the galaxies and return them to the centre of the Universe.

The Play Game is complete when there is no space rangers left or all the stars are in the matching Galaxies.

Play Again

Allow space rangers to be tagged at anytime

Use different objects as the stars





REACTION & READJUSTMENT

REACTION & READJUSTMENT

I can use all parts of me to react quickly to moving objects



LOST AND FOUND

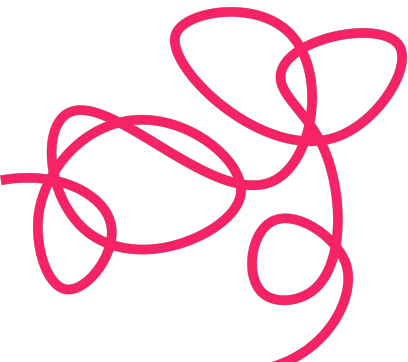
I know what it feels like to trust another person when i cannot see

TARGETS

I am comfortable making contact with a moving object with all parts of my body

SWAPPING SIDES

I know what it feels like to be ready to act



Lost and Found

Stage 2 - Reaction & Readjustment

I know what it feels like to trust another person when I cannot see



Equipment

throw down discs
blindfolds
hula hoops
bean bags
different sized balls
medium sized balls



Group size

Five groups of three
children

Set this up twice for
thirty children

Problem

Make it back to your partner as quickly as possible



Aim

Become a reunited group again with three bean bags
or balls





Lost and Found

Set Up

Create a large square using throw down discs. Place two hula hoops in the middle of this square. Give each group of three a blindfold and a hula hoop, except for one group who just need a medium sized ball each.

Scatter bean bags and different sized balls inside the square. Blindfold one member of each group and ask them to stand inside the hula hoop that is held up by another member of the group. Ask these two children to stand in the hula hoops in the middle of the square.

Ask the third member of each group to stand in a random position on the edge of the square. Ask the group of three with the medium sized balls to stand around the edge of the square.

How to Play

On the word go, the children holding the hula hoop must navigate their blindfolded partner towards the third member of the group. The blindfolded member of each group must collect three bean bags or balls before returning to the third member of the group.

The children on the edge with the medium sized balls must roll the balls and try and hit blindfolded children. If a blindfolded child is struck below the knee then they must go back to the hula hoops and try again.

Children must not roll a ball from inside the square. Every thirty seconds shout "change!". The children on the edge of the square must move and stand on a different side of the square.

The Play Game is complete when all groups are reunited and have three bean bags or balls.

Play Again

Swap the roles of the children.

Remove the hula hoops and specify that the blindfolded children must be navigated without being touched.

Targets

Stage 2 - Reaction & Readjustment

I am comfortable making contact with a moving object
with all parts of my body



Equipment

throw down discs
medium sized balls
racquets
sashes
One roll of tape



Group size

One group of two
children
One group of three
children
Set this up six times for
thirty children

Problem

Prevent the balls from hitting the target



Aim

Stop the target attackers hitting the target ten times



Targets

Set Up

Make a shape using throw down discs stuck on a wall. Make the shape one and half metres squared. This is the target. Create a semicircle on the floor in front of the shape using throw down discs. Make the semicircle two metres wide by three metres long.

Give the group of three two medium sized balls. These are the target attackers. Give the group of two children one racquet and use a sash to connect the children together by their strong hands. These are the target savers.

Ask the savers to stand in front of the target. Ask the target attackers to stand on the outside of the semicircle.

How to Play



On the word go, the target attackers must move the balls towards the targets. Target attackers must not go inside the semicircle and savers must not go outside the semicircle. The savers can use any part of their body or the racquet to stop the balls hitting the target. If a ball hits the wall inside the shape this is one point.

The Play Game is complete when the target attackers have ten points.

Play Again

Make the target behind the savers into six small targets.

Making it a 360 degree Play Game. Place the target in the middle of a large circle of five throw down discs on the floor. Then create another large circle of five throw down discs around the outside of that. The target attackers cannot go inside the largest circle and the savers cannot go inside the small circle.

Swapping Sides

Stage 2 - Reaction & Readjustment

I know what it feels like to be ready to react



Equipment

throw down discs
medium sized balls
bean bags



Group size

One group of three children
One group of seven
children
Set this up three times for
thirty children

Problem

Stay as a dodger



Aim

Stay as a dodger for as long as possible



Swapping Sides

Set Up

Create a space using throw down discs. Give the group of three children a medium sized ball each. These are the throwers. Give the group of seven children a bean bag each. These are the dodgers. Ask the throwers to stand around the edge of the square. Ask the dodgers to stand inside the square.

How to Play

On the word go, the throwers must attempt to hit the dodgers below the waist with the balls and the dodgers must attempt to dodge being struck for as long as possible.

The throwers cannot move with a ball, if they are moving with a ball they can be tagged by a dodger. If a thrower is tagged by a dodger they become a dodger. If there is no throwers left the Play Game resets.

If a dodger is struck once they must hold their bean bag with the back of their knee. If a dodger is struck for a second time or drops their beanbag, they then join the throwers. If a dodger leaves the square at any time they must instantly become a thrower.

The Play Game is complete when there is only one dodger left.

Play Again

Swap the roles of the children.

Introduce a superhero for the dodgers. A superhero is immune from being hit and can block the balls from hitting other dodgers.





HEALTHY LIFESTYLES

HEALTHY LIFESTYLE

I know what i need to be healthy and happy



TICK TOCK

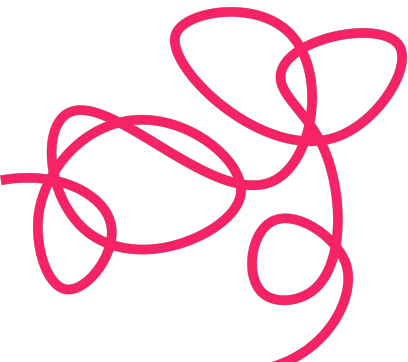
I know i need to be active for at least one hour
every day

WE'RE HAPPY

I can help other people be happy

FOCUS

I know how to focus



Tick Tock

Stage 2 - Healthy lifestyles

I know I need to be active for at least one hour every day



Equipment

throw down discs
hula hoop
bean bags
sashes
hula hoops



Group size

One group of ten children
One group of five children
Set this up twice for thirty children

Problem

Get to the centre of the clock and back to the outside as quickly as possible



Aim

Get a bean bag and return it to the outside of the clock



Tick Tock



Set Up

Create a large circle approximately eighteen metres in diameter using throw down discs. Create another circle in the centre of the large circle approximately twelve metres in diameter using throw down discs. Create a third circle in the centre of the second circle approximately six metres in diameter using throw down discs.

Place a hula hoop in the centre of the smallest circle and place ten bean bags inside it. Create a straight line of throw down discs from the edge of the largest circle to the edge of the hula hoop.

The circles make up the clock and the line is the twelve o'clock line.

Ask the group of five children to stand inside the clock. Two children on opposite sides of the largest ring, two children on opposite sides of the second largest ring and one child somewhere in the smallest ring. These are the taggers.

Ask the group of ten children to stand at the twelve o'clock line within the largest circle. Give each child at the twelve o'clock line a sash and ask them to tuck it into the top of their shorts, making sure over half of the sash is hanging out.

How to Play

On the word go, the children with the sashes must move as quickly as possible around the clock and back to the twelve o'clock line. If they arrive back at the twelve o'clock line without having their sash taken by a tagger they can move into the next inside circle and repeat. If they succeed in this they must then move into the smaller circle and repeat. If they succeed in this, they are able to take a bean bag from the centre and attempt to make it back to the outside of the clock in the same way.

The taggers must attempt to take the sash from the back of a child's shorts. If a child's sash is taken, they must ask for it back, put it back into the top of their shorts, return to the twelve o'clock line and try and get all the way around the clock again. Only when a child makes it around the clock without losing their sash, can they move to the next circle.

The Play Game is complete when one child has retrieved a bean bag to the outside of the clock.

Play Again

Swap the roles of the children Create safe zones at three, six and nine o'clock on the clock using hula hoops where children can stay and not have their sash taken

We're Happy

Stage 2 - Healthy lifestyles

I can help other people be happy



Equipment

throw down discs
bean bags
different sized balls
hula hoops
sashes
blindfolds



Group size

Six groups of five children

Problem

Create a game which makes everyone in your group happy



Aim

Create and play a game that makes everyone in the group happy





We're Happy

Set Up

Make a large pile of various equipment, as much as possible, in the middle of the space you are working in.

Ask each group to find a large space around the equipment.

How to Play

Before starting, discuss with the children what the terms 'fair', 'care' and 'share' mean to them. On the word go, each group must create and play a game using as much equipment as they like. The game can take any form and have any theme, many or as few pieces of the equipment as they choose.

Give the children five minutes to create a game and use their imaginations to discuss what equipment they will need. Then give the children five minutes to come to the equipment and collect what they need for their game.

The game can include as many or as few pieces of the equipment as they choose. Then give the children time and space to play and evolve their game.

The only condition to the game that each group creates is that every member must be happy playing it. If a member is not happy the group must tweak the game until everyone is happy.

After the children have played their game, bring all the groups together and ask each group to name an example of a time in their game when they cared for someone else, shared with someone else and were fair to someone else.

Play Again

specify quotas of different equipment that each group can have.

Focus

Stage 2 - Healthy lifestyles

I know how to focus



Equipment

throw down discs
red throw down discs
white boards
whiteboard pens



Group size

Eight groups of two
children
Set this up twice for
thirty children (with
even groups of two
children in the second
set up)

Problem

Stay focused to complete the challenge whilst there are
lots of distractions



Aim

Complete the Hangman challenge before your partner
does



Focus

Set Up

Create a large rectangle using ten green throw down discs.
Create a small square using ten red throw down discs in the centre of rectangle. Place a whiteboard and a whiteboard pen inside the small square in the middle. Ask all the children to find a space inside the space you are working in.

How to Play

Before starting, discuss three ways of focusing with the children.

Once every child knows three ways of focusing - breathing deeply through the nose, counting to ten over ten seconds or saying out loud what is in front of you and what you have to do - ask them to find a space.

On the word go, the children must play rock/paper/scissors, using their whole bodies to indicate the shapes. Rock beats paper, scissors beats paper and rock beats scissors. The winner receives one point. The winning child must then run away from their partner, if the winning child touches the edge of the rectangle without being tagged they can keep the point they have just won. If they get tagged they lose it. Pairs keep playing rock/paper/scissors until one member of the pair has five points.

Choose a pair to come into the middle and play Hangman. Each child must choose one of the three ways of focusing before starting Hangman. The aim here is to guess the word before their partner does. Once the word is correctly guessed the pair can go back and play rock/paper/scissors after tagging another pair to play Hangman.

The Play Game is complete when one member of a pair has five points.

Play Again

Ask the children to pair up with someone different.

Change the activity that is happening around the Hangman game. Make sure it is a high energy activity.





EXPRESSION

EXPRESSION

I can respond to other people's feelings



MOVING FEELINGS

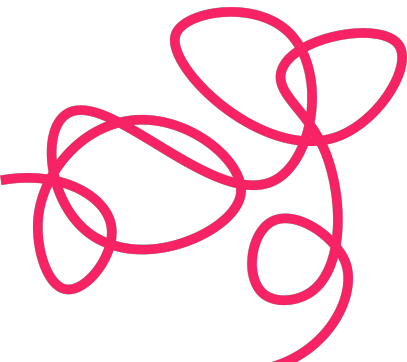
I can recognise other's feelings

GOING ON A BEAR HUNT

I can recognise different types of beats

IN THE GROOVE

I can move to different beats creatively and confidently in front of others



Moving Feelings

Stage 2 - Expression

I can recognise other's feelings



Equipment

Four different coloured
throw down discs
Four different coloured
balls
Four different coloured
bean bags
Four different coloured
sashes
hula hoops



Group size

Eight groups of two
children
Set this up twice for
thirty children (with
seven groups of two
children in the second
set up)

Problem

Express my feelings about the different
scenarios



Aim

Guess the feeling of you partner and collect as
many pieces of equipment as possible



Moving Feelings

Set Up

Create a large rectangle using throw down discs. Create a small square using different colour throw down discs. Place different sized balls, bean bags and sashes inside. This is the happy box.

Repeat this with three other colours of equipment. Place all boxes in a line at the one end of the rectangle. Give each pair a hula hoop and ask them to place it at the opposite end of the rectangle.

Ask one pair to stand between the hula hoops and the boxes. These are the taggers.

How to Play

The eight scenarios to play this Play Game with are: 1. I woke up this morning and got ready to go to school.

2. I had breakfast and there was no more of my favourite breakfast left. 3. I was on my way to school and fell over in a puddle. 4. I got to school and the first thing we did was my favourite lesson. 5. At playtime our ball burst on a spiky branch. 6. I tried really hard in numeracy but could not do it. 7. I knew I was going to my best friend's house for dinner. 8. It was my favourite story at story time

On the word go, shout out the first scenario. One child must then express how they feel about that scenario to their partner.

As soon as the partner guesses which of the four feelings is being expressed they both must move toward the relevant box and collect one piece of equipment per pair to return to their hula hoop. Children must not leave the hula hoop until the correct feeling has been guessed.

Both members of the pairs must move in a way that expresses that feeling. The pair in the middle must try and tag the other children. If one member of a pair is tagged they must drop any equipment and return to their hula hoop and wait for the next scenario. Once every pair is back in their hula hoop, shout out the next scenario and repeat.

The Play Game is complete when all eight scenarios have been shouted out.

Play Again

Change the scenarios or the feelings.

Ask the children to pair up with someone else.



Going on a Bear Hunt

Stage 2 - Expression

I can recognise different types of beats



Equipment

throw down discs
bean bags
hula hula hoops
throw down discs
One large speaker
One music playing
device
One drum



Group size

One group of ten
children
One group of five
children
Set this up twice for
thirty children

Problem

Collect as much honey as possible whilst moving on
the beat



Aim

Collect all the honey before the end of the song



Going on a Bear Hunt

Set Up

Create a zone at one end of the space you are working in using throw down discs. This zone must be one metre wide and three metres long. This is the honey pot. Place bean bags and different sized balls inside the honey pot. This is the honey. Give the group of ten children five hula hoops. These are the bears and their dens.

Ask the bears to scatter their dens at the opposite to the honey pot. Place throw down discs around the space you are working in. They should not be touching but be no more than one metre apart.

Ask the group of five children to choose a throw down disc each to stand on. These are the hunter. Prepare a popular song that the children will enjoy on the speaker.

How to Play

On the word go, press play on the song and bang the drum on every beat. The bears must then move from one throw down disc to the next to collect as much honey as possible and place it back in their dens before the end of the song. Bears must only move from one throw down disc to the next on the beat.

If a bear is tagged they must drop any honey they have and return to their den before trying again. Hunters must only move on the beat and only step on throw down discs. If a bear moves from one throw down disc to the next off the beat they must go back to their den and try again.

The Play Game is complete when the song is finished or all the honey has been collected.

Play Again



Use a different song or play without the drum.

Swap the roles of the children.

In the Groove

Stage 2 - Expression

I can move to different beats creatively and confidently
in front of others



Equipment

One large speaker
One music playing
device



Group size

Six groups of five
children

Problem

Create and perform a dance which includes everyone's
choice of dance move



Aim

Perform a twenty second dance which includes
different moves from everyone in the group to your
partner group



In the Groove

Set Up

Ask half the groups to find a space around the outside of the space you are working in. Ask the other groups to find a group to work with and then stand opposite their chosen group.

Place a large speaker in the middle of the space you are working in which is connected to a music playing device.

Prepare a song on the music playing device which is upbeat, popular and one that the children recognise.

How to Play

On the word go, press play on the song. Each group must work together to create five different dance moves. Each member of the group must create one dance move. Play the song up to three extra times if the children need more time to decide upon the order of their dance moves.

When every group is ready, play the song again and ask the first group to perform their routine to their partner groups. Play the song again and ask the group that just danced to watch their partner group dance. Finally play the song one more time and ask the children to dance however they wish to the song and try and do some their own interpretation of the dance moves they learnt whilst watching other children.

The Play Game is complete when the song is over.

Play Again

Choose a different song

Ask the children to organise into different groups



End of stage 2: Learner reflection

Learning theme	Not always	Some times	Often	Always
I can respond to other people's feelings				
I know what I need to be healthy and happy				
I know what it feels like to be in control different objects				
I can use all parts of me to react quickly to moving objects				
I can be creative and effective in the ways i move				
I know what it feels like to be balanced				
I can think of ways to make myself bigger or smaller				
I know the best ways for me to throw, catch and strike				
I know about different surfaces and angles				
I can create and use space				
I can be kind and supportive to others				
I can make good decisions based on my strengths and weaknesses				