

Around the clock

Fun Activity

Medium Energy

Equipment required -
Cones

NB: Other adaptations applicable

Activity Overview

Children stand in a circle and one child stands in the middle. Number the children 1, 2 or 3 (can vary depending on numbers). Once all the children have been numbered, they say in unison, “the clock in the tower strikes the hour”. The child in the middle then says a time. All those numbered 3 then have to run around the outside of the circle, back through their space and in the middle where the clock is. The first person to touch the clock wins and then they become the clock.

Outcomes and Skills Development

Fine motor skills & movement (Running, Coordination, Listening)

Confidence to "lead" activity and soeak in front of others

Awareness of collaborative work through turn-taking

Positive behaviour that contributes to fair play: accepting defeat & following rules

Apply group tactics & strategies

Introduction to time and links with curriculum



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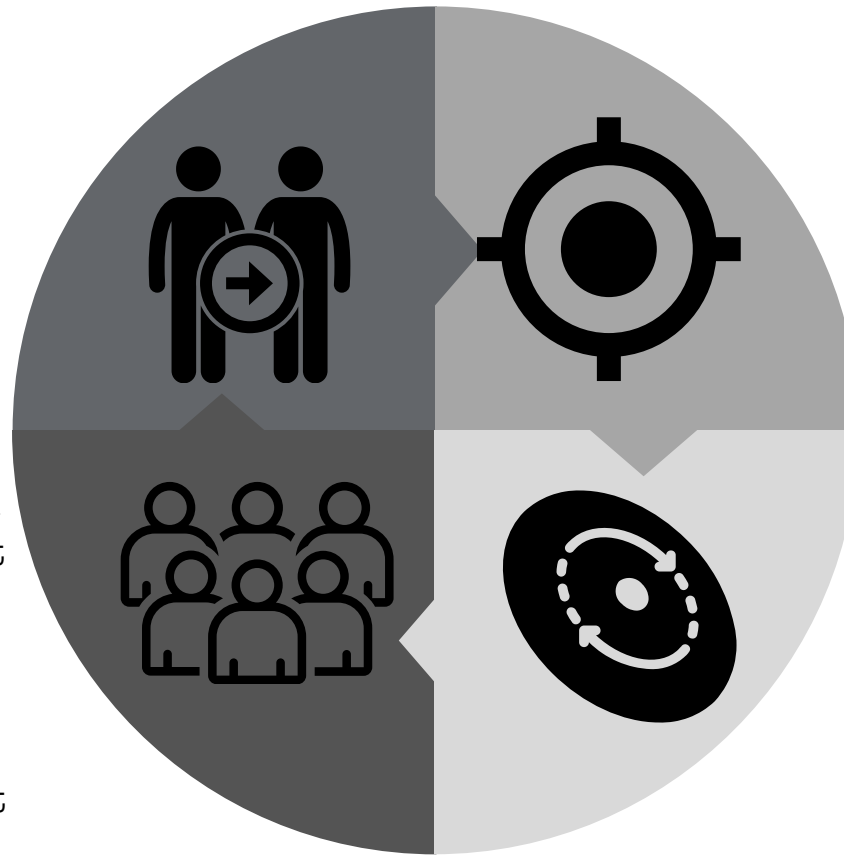
Modifications

1 - 2 - 1

Create a large circle with cones, each cone will match a time. Have the young person start at 12 and shout different times for them to run to.

Small Group

Can mirror 1-2-1 activity above. Or, each young person starts at a time on the clock. Ask them to "add 2" and they have to run around the outside of the circle to get to the right time. Have them starting at different times and change the sums throughout,



Progression

Link to other skills such as maths.

- Have the "clock" clap instead of speaking, e.g 3 claps = 3 o'clock.
- Include addition/subtraction sums.
- Increase the size of the circle to make it more active, increase concentration and listening skills.