

Here, There, Everywhere

Class Games (P1-P3)

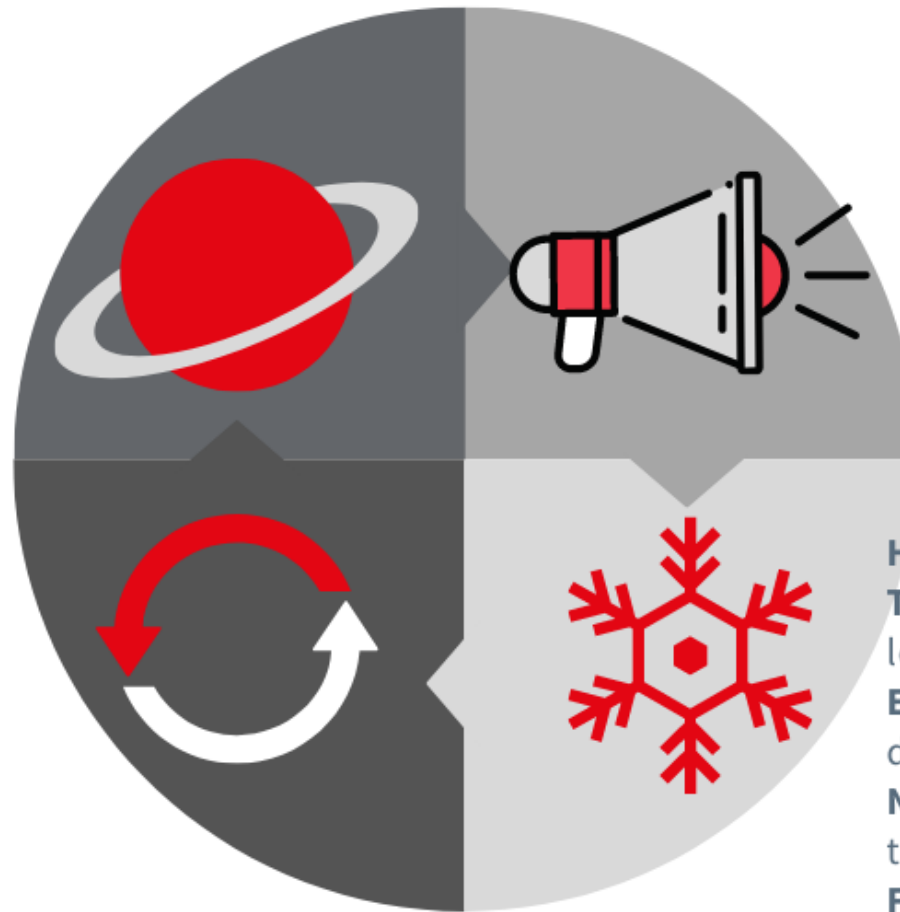


Step 1

Space the group out around the area, 2 meters apart.

Step 4

Repeat as many times as you like, swapping leader regularly.



Step 2

Leader shouts out instructions to the group to follow.

Step 3

Here: run towards leader

There: run where leader is pointing

Everywhere: run around dodging each other

Nowhere: Everyone runs on the spot

Freeze: Stop and freeze in position.

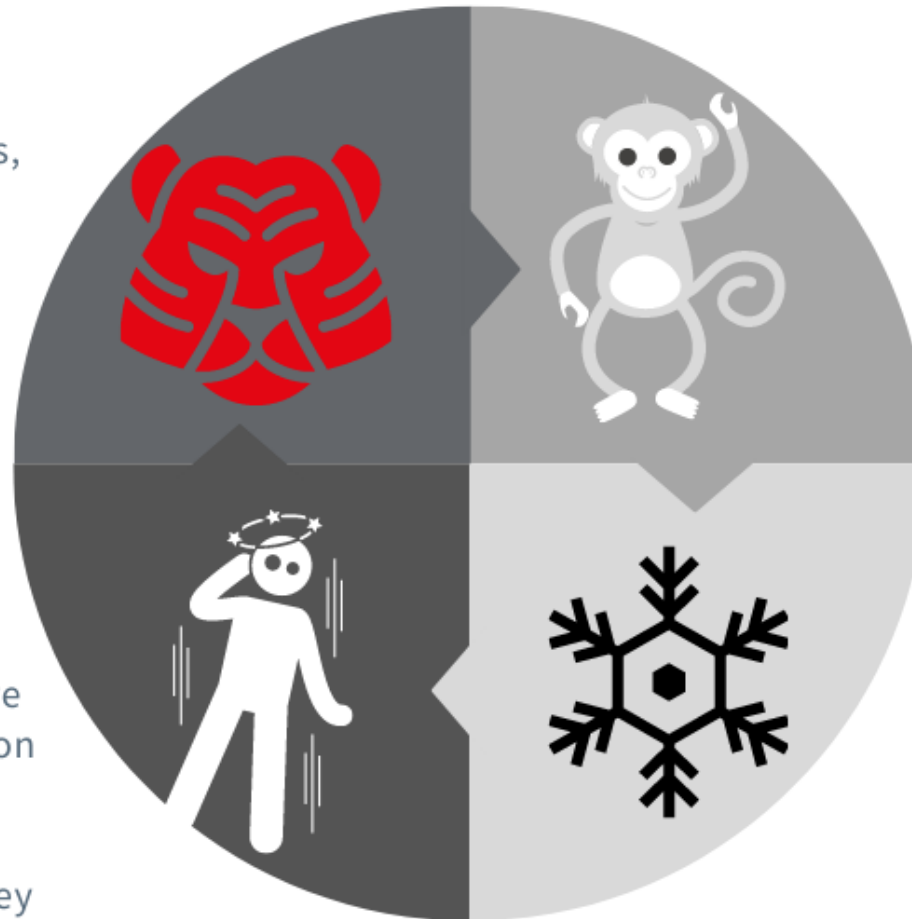
Tiger Tiger

Class Games (P1-P3)

**Chairs or
Benches
Bean Bags
Soft Balls**

Step 1

There are three tigers, and the rest of the group are monkeys



Step 2

Start the game by tigers standing facing the wall, whilst monkeys jump around being noisy, landing in a stable position.

Step 4

The tigers point out any monkey's who are not in a stable position (i.e. feet too close together, wobbling, only on one foot). They join the tigers.

Step 3

When the tigers turn around, monkeys have to stop in which ever position they land in.

Tidy the Garden

Class Games (P1-P3)

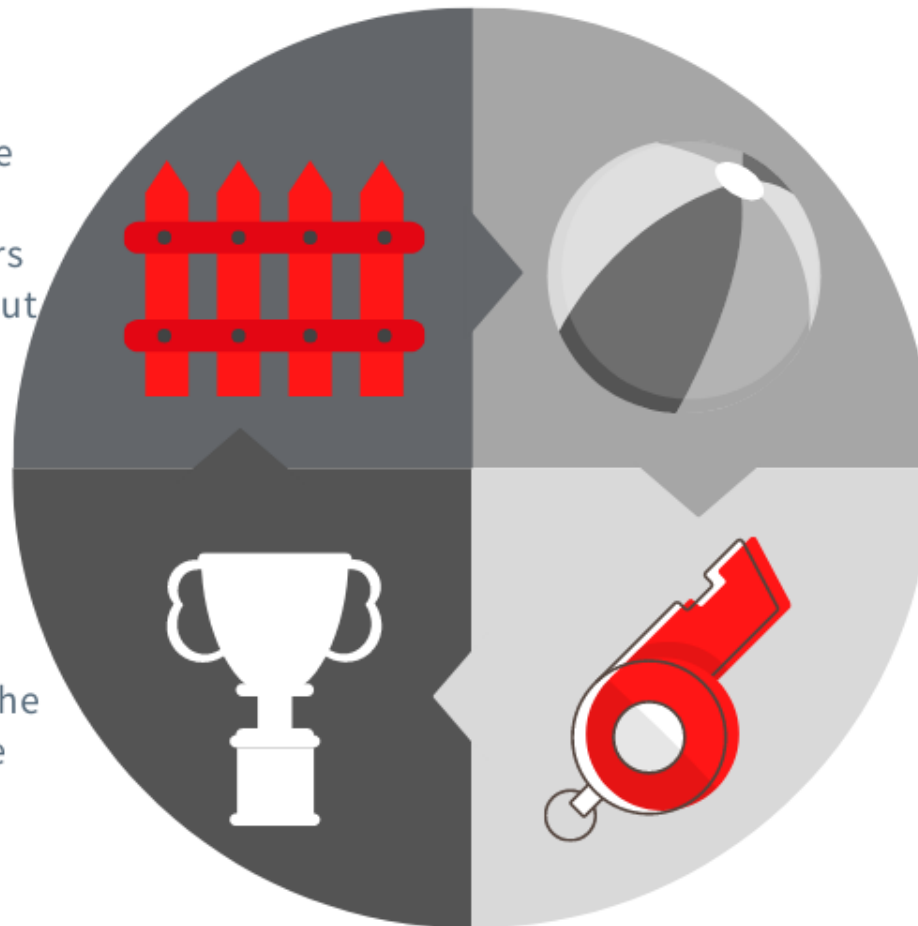
Chairs or
Benches
Bean Bags
Soft Balls

Step 1

Create a 'fence' in the middle of the area being used with chairs or benches. Spread out soft bean bags, soft balls evenly on each side of the fence.

Step 4

Play for 1-2 minutes and signal to stop. The winning team has the cleanest garden!



Step 2

Split the group into two teams and put them on either side of the fence. The aim of the game is to clear the toys from your garden by tossing them over the fence.

Step 3

At your signal, (whistle, clap of hands, shout Go), children throw the toys with an underarm throw over the fence.

Here, There, Everywhere

Class Games (P1-P3)



Hearing impairment

Use diagrams or written explanations.
Use of demonstration.
Use Visual cues i.e. hand raised for start/stop
Coloured cones raised for instructions.

Visual Impairment

Have a buddy or member of staff to run along side participant.
Clear use of instruction



Physical Disability

Larger space to allow movement around.

Learning disability

Short simple instructions, use of demonstrations.

Swamp Monster

Class Games (P4-P7)

Mats or Hoops
Music

Hearing impairment

Use diagrams or written explanations.
Use of demonstration.
Use Visual cues i.e. hand or bib to signal music starting stopping.

Visual Impairment

Have a buddy or member of staff to run along side participant.
Use flat markers to avoid trip hazards.
Clear use of instruction



Physical Disability

Use flat markers rather than hoops, larger distance between markers.

Learning disability

Short simple instructions, use of demonstrations.