

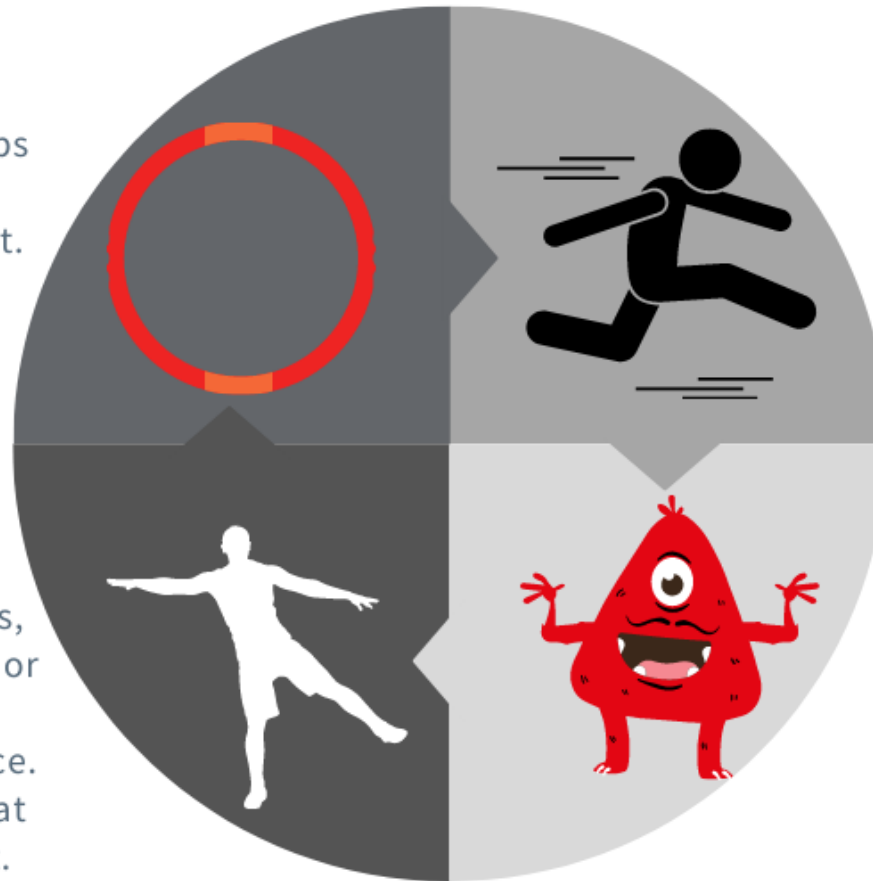
Swamp Monster

Class Games (P4-P7)

Mats or Hoops
Music

Step 1

Spread Mats or Hoops around the floor, about 3 meters apart.



Step 2

Play music and instruct children to move around the hall by skipping, hopping, galloping etc.

Step 3

If they touch a mat or hoop, the swamp monster gets them. To free themselves they must do 10 star jumps.

Step 4

When the music stops, they must find a mat or hoop by themselves and perform a balance. If they can't find a mat or hoop, they are out.

Popcorn

Class Games (P4-P7)

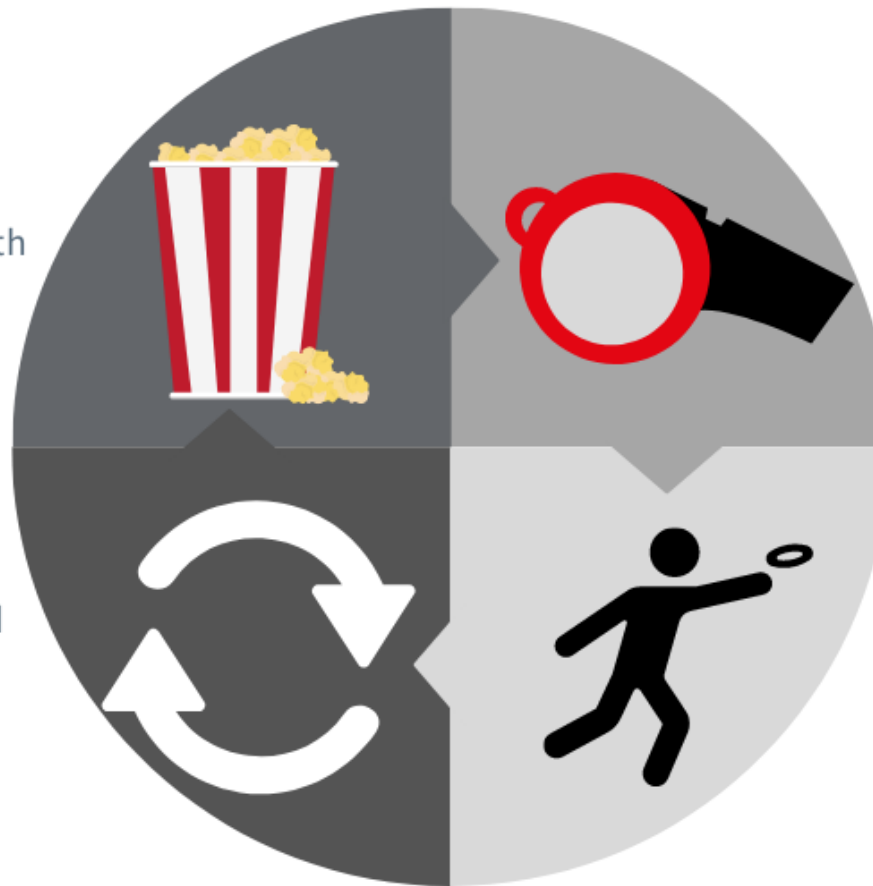
20 - 30 Bean
Bags
Container

Step 1

Player spread themselves around the playing area. With the bean bags, container and the 'popcorn maker' in the centre.

Step 4

Play for 1 minute and then rotate popcorn maker.



Step 2

With a signal (whistle, clap of hands, shout Go), the popcorn maker tries to throw all the popcorn out of the container, one at a time.

Step 3

The rest of the players try to get the bean bags and toss them back into the container. The popcorn maker cannot intentionally block the bean bags from going into the container.

Scoreball

Class Games (P4-P7)

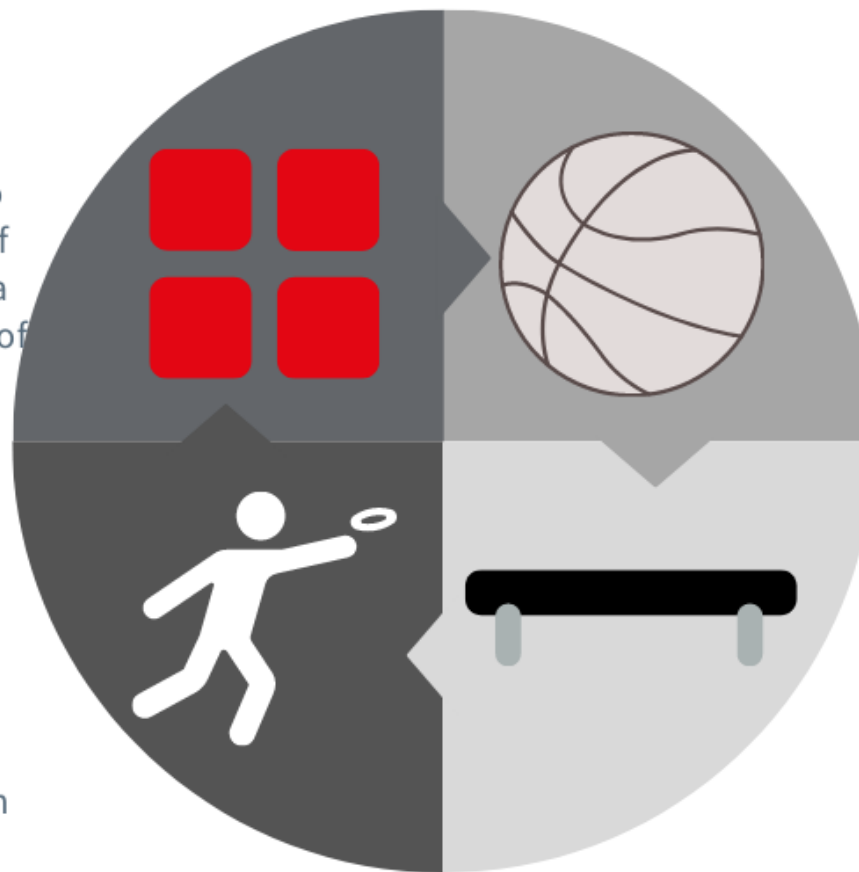
1 Ball
1 Bench

Step 1

Split the group into four teams. Have two teams working in half the area, divided by a bench. One member of each team must stand on the bench.

Step 4

Both teams can stop the opposing teams from passing by putting pressure on other the person with the ball, however NO CONTACT is permitted.



Step 2

The aim of the game is to complete 3 passes of the ball, using their hands. Once they have completed 3 passes, they can score a point by passing the ball to their team mate on the bench.

Step 3

If the ball is caught from the bench, they score a point. The person who passed the ball switches with the player on the bench.

Popcorn

Class Games (P4-P7)

20 - 30 Bean
Bags
Container

Hearing impairment

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

Visual Impairment

Have a buddy or member of staff to run along side participant.
Clear use of instruction
Use of sound for player to aim.



Physical Disability

Follow the S.T.E.P guidance to support the child's needs.

Learning disability

Short simple instructions, use of demonstrations.

Scoreball

Class Games (P4-P7)

1 Ball
1 Bench

Hearing impairment

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

Visual Impairment

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



Physical Disability

If pupil is unable to stand on a bench have a hoop or coned area for them when there turn as the catcher.

Learning disability

Short simple instructions, use of demonstrations.