

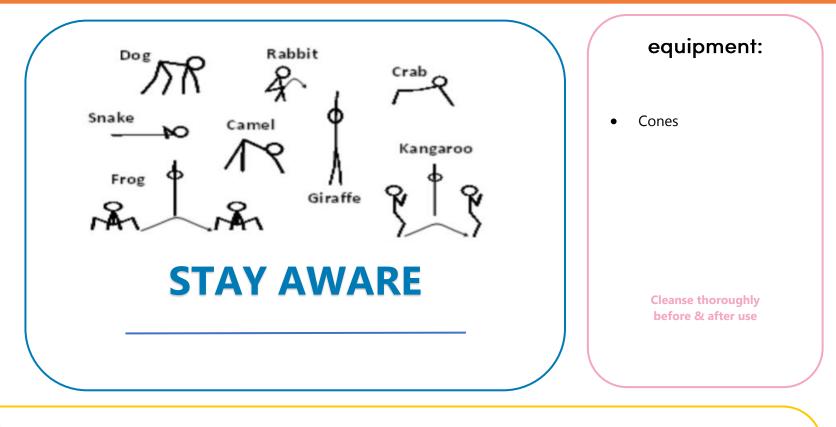
# warm up // animals

## social distancing resource foundation – fundamental movements



 Mark out a large area with a maximum of 15 pupils. If space allows, create three good size areas with 5 pupils working in each area.

Use all the space available and spread children out. Encourage pupils to be patient and independent.



#### how to play:

- Children must move around their allocated areas.
- Teachers calls out the name of an animal, the children must then move like this animal does:
  -Rabbit bunny hops.
  - -Dog on hands and feet.
  - -Giraffe stretched up tall on tiptoes.
- Progression: choose animals that move in more difficult ways (ask the children to help with this.)



# skill development // coloured cones

## social distancing resource foundation – fundamental movements



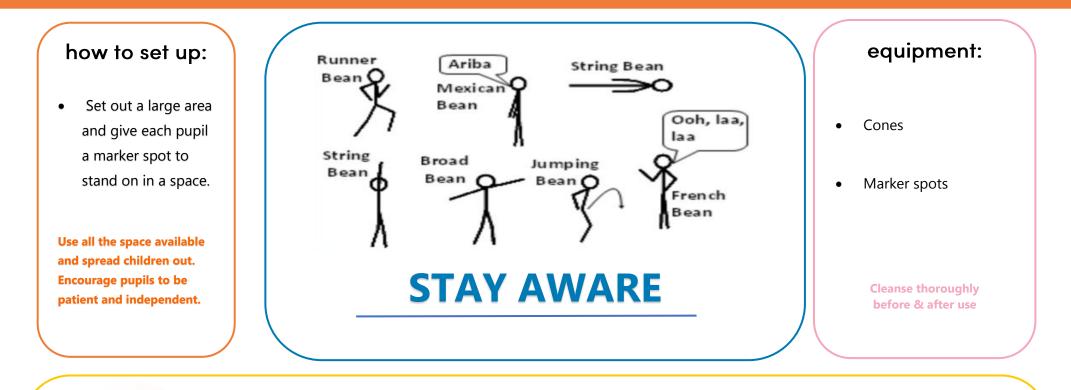
#### how to play:

- Children travel around their areas avoiding the cones.
- When the teacher calls out a colour, the children must stand next to the cone and perform a jump over it whilst continuing to be on the move around the area.
- Continue to call out different colours for the children to react to.
- Progression: when a colour is called out the children must stay next to the colour of the cone that has been called out (children must be next the same cone as anyone else).



# game // the bean game

## social distancing resource foundation – fundamental movements

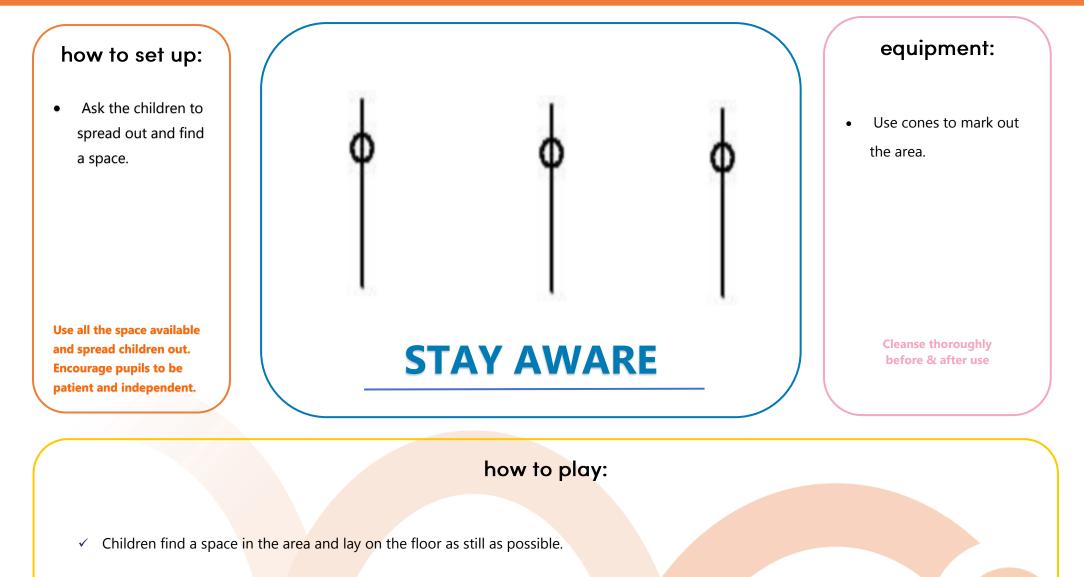


#### how to play:

- Children jog on their own marker spot.
- The teacher will introduce and demonstrate the different actions that go with the name of 'bean':
  - -Runner bean: run fast feet on their spot.
  - -Jelly bean: wobble on the spot like jelly.
  - -Jumping bean: jump up and down on their spot.
  - -Broad bean: big wide shape.
  - -String bean: narrow, tall shape.
  - -French bean: hand on hip and say 'ooh laa laa'
  - -Chilli bean: move feet quickly saying 'hot hot hot'.



#### warm down // lay still



Explain to the children that when they are touched on the shoulder, they must go and line up ready to return to class.