

1

Make the sequence for another pair

Pairs choose three cards from the pack and give the sequence to another pair without showing the cards. The second pair carries it out, and the first pair checks what happened against the cards they chose.

"Do not show them the cards. Say it once only."

"Did they do what your cards said?"

2

The step that depends on the last one

The four step sequences at the back of this document each finish with a step that depends on where the step before it left the object, so students cannot work it out backwards or guess from the objects alone. Read one out once, then let the student go.

"Pick up the bear. Walk around the chair. Put the bear down. Now stand behind it."

Students who can hold four steps like this are holding the whole sequence rather than the first step and the last.

3

Find what went wrong

The fault sequences at the back hold three steps each with the fault written underneath. Read the three steps to the class, carry them out with that fault, and ask what was wrong. The faults are four swapped steps and four missing steps, so students have to say which it was.

"I did all three. What was wrong?"

"This time I missed one. Which one?"

4

Teach the game

Students who have played roll and move teach it to a student who has not, giving both parts of the rule in their own words before the first roll and then checking the first few moves.

"Tell them the rule before you start. What are the two things you do every turn?"

Four step sequences

- 1 Pick up the bear
- 2 Walk around the chair
- 3 Put the bear down
- 4 Stand behind it

- 1 Pick up a block
- 2 Put it under a table
- 3 Sit next to it
- 4 Point at it

- 1 Pick up the hoop
- 2 Put it on the floor
- 3 Stand inside it
- 4 Turn around

- 1 Pick up the bear
- 2 Give it to a friend
- 3 Sit down
- 4 Point to who has it

- 1 Pick up two blocks
- 2 Put one on a chair
- 3 Put one on the floor
- 4 Stand next to the higher one

- 1 Pick up the bear
- 2 Put it in the box
- 3 Move the box to the door
- 4 Walk to the box

- 1 Pick up a pencil
- 2 Put it on the table
- 3 Push in your chair
- 4 Point at the pencil

- 1 Pick up the hoop
- 2 Pass it to a friend
- 3 Clap twice
- 4 Point to the hoop

Sequences with a fault

- 1 Stand up
- 2 Turn around
- 3 Sit down

Swap steps 1 and 3

- 1 Pick it up
- 2 Put it on the chair
- 3 Sit next to it

Miss step 2

- 1 Clap twice
- 2 Walk to the door
- 3 Come back

Swap steps 2 and 3

- 1 Touch your nose
- 2 Stamp your feet
- 3 Hands on your head

Miss step 1

- 1 Pick it up
- 2 Put it in the box
- 3 Close the box

Swap steps 1 and 2

- 1 Stand up
- 2 Walk to the window
- 3 Point outside

Miss step 3

- 1 Hold it above your head
- 2 Put it down
- 3 Turn around

Swap steps 1 and 3

- 1 Tap the table
- 2 Stand up
- 3 Push in your chair

Miss step 2

Make your own sequences
