

1

One step each

Groups of four. One student is the caller and draws three cards, keeping them hidden. The caller reads all three aloud once, in order. The other three then carry out one step each, in the order the caller read them. The caller turns the cards face up and the group checks. Rotate the caller after every round.

"Listen to all three before anybody moves."

"Turn the cards over. Did we do them in that order?"

2

Three steps with a partner

Pairs with a soft toy, a box and a hoop. One student gives three steps, the other listens to all three before moving and then carries them out. Swap after each turn.

"Listen to all three. Then go."

"Tell me what you did, in order."

3

Roll and move

Each group gets the board, a die, a token each and the game cards. The rule has two parts and never changes. Roll and move that many spaces counting out loud, then do what the space says. Landing on Take a card means drawing a game card and carrying it out before the next turn. Four of the game cards carry two steps of their own.

"You rolled four. How many spaces do you move? Count them out loud."

"Now do what the space says. What are the two things you do every turn?"

A student who moves the right number but forgets the card is holding one instruction, not two.

4

Running these as stations

Set the first three as stations and rotate groups every ten minutes. Once each has been modelled, groups run them without a teacher, which frees you to move and watch.

Roll and move board

1 Start	2	3 Take a card	4
8	7	6 Take a card	5
9 Take a card	10	11	12 End Take a card

Make your own board

1 Start	2	3	4
8	7	6	5
9	10	11	12 End

Game cards

Move forward 1

Move back 1

Move forward 2

Move back 2

Roll again

Miss a turn

Go back
to the start

Move forward 3

Clap twice, then
move forward 1

Stand up and sit down,
then move back 1

Turn around, then
roll again

Swap places with
another player

Make your own game cards
