

SHAPES

HOW TO PLAY:

- Discuss with the children how long they think it would take them to get into a circle as a class. Allow them to quickly practice doing so then assign an amount of time, e.g. 10-15 seconds.
- Repeat the exercise with a straight line and a cluster/blob around the teacher.
- Discuss different travelling movements with the class, e.g. jogging, skipping, hopping.
- Using music appropriate to the lesson, call out different travelling movements for children to perform around the room.
- Whilst they are travelling, call out one of the shapes for them to get into as a class in a certain amount of time.
- Repeat using different forms of travelling.
- Add in a theme, e.g. animals. “Walk tall like a giraffe, hop like a kangaroo”

Progression:

- Decrease the amount of time given to get into the shape
- Add in more difficult shapes to create as a class. E.g. Semi-circle

Resources

- Music is recommended. Pick music appropriate to the theme. Suggestions are found on the Lesson plans.

Please also see **Move master shapes** on page 119 for more similar ideas.
