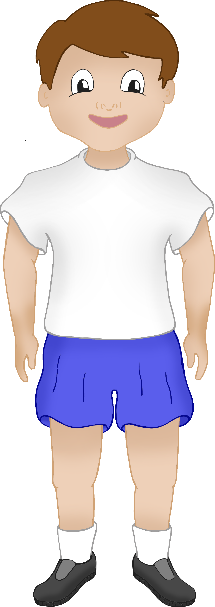
PE Games

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Swim & Sharks

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A picture containing doll

Description automatically generated

Red lines on a black background

Description automatically generated with medium confidenceA picture containing text

Description automatically generatedA picture containing text

Description automatically generatedA picture containing text, indoor

Description automatically generated

Lay several hoops out in the play space. When you say ‘SWIM’ the children must move around avoiding the hoops. When you say ‘SHARKS’ they must quickly stand inside a hoop. You can limit the number of children who can stand in each hoop. The hoops can be removed one at a time as the game progresses.

PE Games

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Dash - Colours

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Icon

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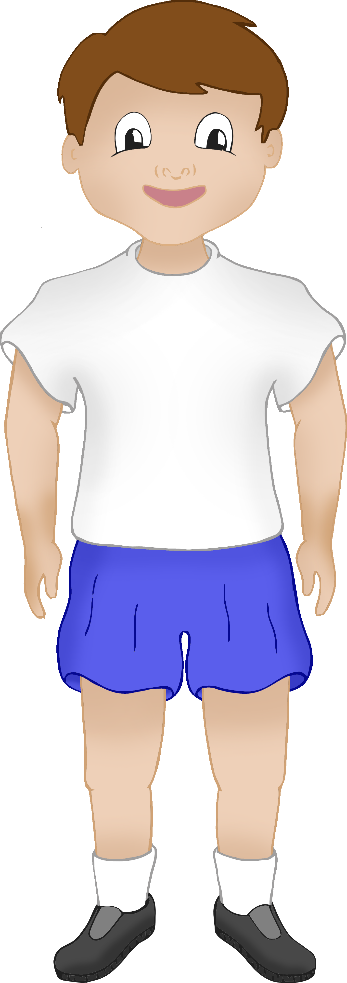
Description automatically generatedShape, icon

Description automatically generatedShape

Description automatically generatedA picture containing doll

Description automatically generated

Place different coloured cones around the play space. At the start of the game, the children move around the area, either walking or jogging. When you call a colour, they must run to the correct colour cone.

A picture containing doll

Description automatically generatedA picture containing doll

Description automatically generated

When you call ‘RED’ the children must freeze like statues.

When you call ‘AMBER’ the children must walk around the space.

When you call ‘GREEN’ the children must jog around the space.

PE Games

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Traffic Lights

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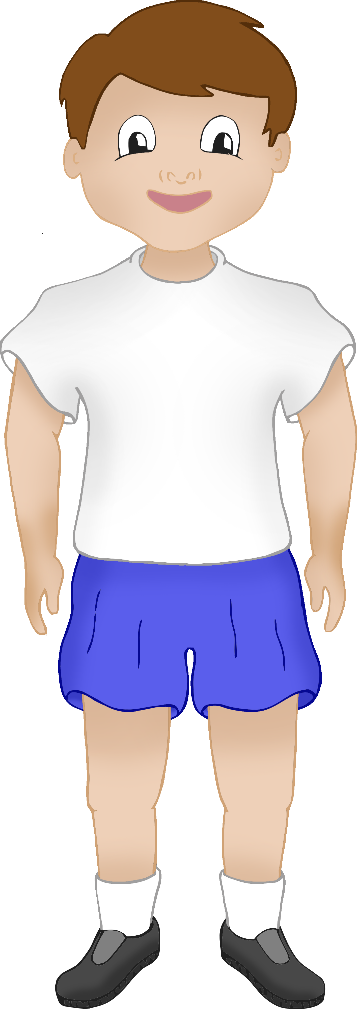
PE Games

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Dino Freeze

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A picture containing text

Description automatically generated

The children find a space and stay as still as a statue. You move around the space like a hunting dinosaur looking for anyone who moves. Remind the children to keep absolutely still because your dino vision is based on movement!

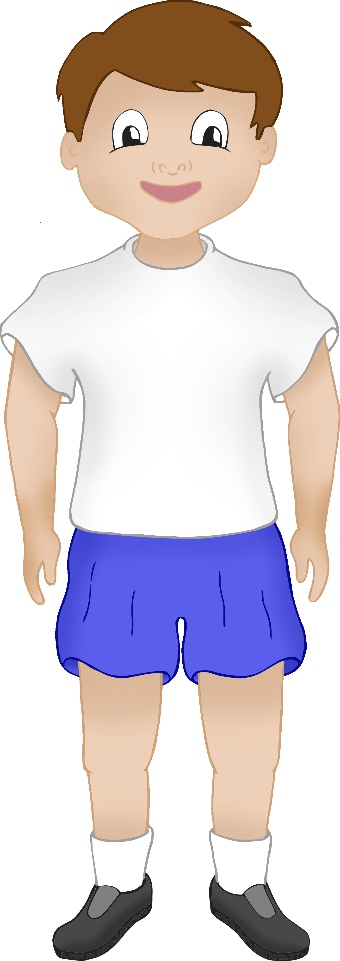
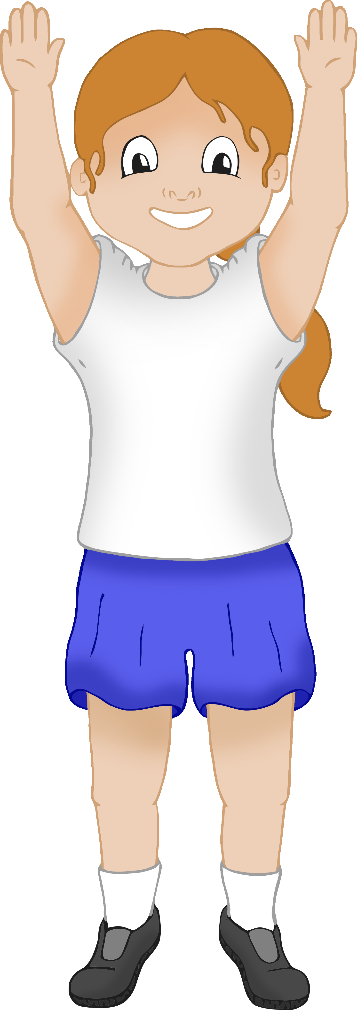
PE Games

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Grow like a plant

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A picture containing text

Description automatically generated

Children to find a space and then curl up like a small seed on the floor. Encourage them to ‘grow’ into a plant/flower very slowly and gracefully.

‘How slow can you grow?’

PE Games

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Dash - Numbers

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A picture containing doll

Description automatically generatedA picture containing doll

Description automatically generated

3

“3”

Place different number cards around the play space. At the start of the game, the children move around the area, either walking or jogging. When you call a number, they must run to the correct number card.

PE Games

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Dash – Phonics

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A picture containing doll

Description automatically generatedA picture containing doll

Description automatically generated

ch

“ch”

Place different letters and sounds around the play space. At the start of the game, the children move around the area, either walking or jogging. When you call a letter or a sound, they must run to the corresponding card.

PE Games

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Home

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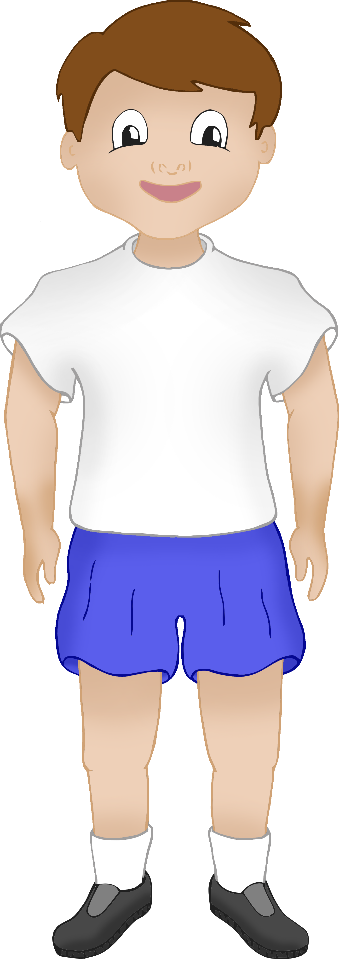
A picture containing text, silhouette, vector graphics

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Description automatically generated

Place colour cones around the play space. Assign each child to a colour and get them to sit near the corresponding cone. Tell the children that that colour is their home. Then get the children to move about the play space with jumps, toe-touches, etc. When you say ‘HOME’ the children must get back to their home colour cone!