

## **Classroom Activities**

### **A) Sports Sentence**

Get everyone in the class to give a letter one by one. Write each letter on the board in the order they are given. Once each child has given a letter, get them to write a sentence or sentences about sport. Each word of the sentence must begin with the letters written on the board in order. For example: Child 1: S, Child 2: A, Child 3: C, Child 4: T Child 5: K, Child 6: F and so on (probably end up with over 20 letters).

Sentence might be: Soccer Allows Children To Keep Fit. Or - Speed And Co-ordination To Kick Fast. Can work well in pairs or individually.

### **B) Story Board**

Give children a piece of A4 paper each. Get them to fold it in half long ways. Then fold it in half and half again width ways. Open the paper up again so you have 8 squares. Get the children to draw and write about a sports story that they have experienced themselves, they have seen or can make up.

### **C) Design a Game**

Ask questions about what a sport or a game needs. Consider: rules, area size, number of players, kit (clothing), equipment, possible time limits, ways of scoring. Also consider: team or individual, race, invasion, target, racket game.

Get the children to design a game, thinking about the points above. They can draw a picture and write some rules, list equipment and show ways of scoring. If time, get the children to present their game to the class. If practical maybe play the game the next time you get chance. The ideas can be original or perhaps an adaptation of an existing game or 2 games merged together.

### **D) Design a Shirt**

Use the T-Shirt template to get the children to design a shirt. Consider: The sport the shirt is for. The badge or emblem on the shirt and what it is for. The sponsorship on the shirt, why it is there and why they have sponsored. The colours of the shirt and why those colours have been chosen.

### **E) Sports Bingo.**

Go around the class and get a list of 20-24 sports. You can test their knowledge on different sports as you do this. Draw a simple diagram of the sport (so that children can eventually copy) and write its name underneath on the board. Then get the children to draw 5 of the sports (that are on the board) on some paper on their whiteboards with a square next to it. While they are doing this write the sports down on some paper, cut them up individually, fold them up and put them in a tub.

Get the children to draw the sports out of the tub, and if they have they have the sport picked out they can tick them off in the square they have drawn. First child to get 5 ticks shouts 'BINGO'. Play again if you have time.

### **F) Number Wang**

Write on a whiteboard different numbers in different colours and sizes. Choose one boy and one girl to come the front of the class. They need a ruler each. Boys v Girls. Ask some maths questions. For example  $10+8$ . The pupils at the front must point to the answer. First one to do it gets that point. Best of 3 questions. First to 2 points wins a point for their team. When guessing the answer pupils are allowed up to 3 guesses only otherwise they point to every single number. Pupils watching must not shout out the answer otherwise the other team gets a point. Ask other questions as well like number of players on a football pitch or maximum break in snooker.

### **G) Hangman**

You know the rules! Try and make it sports related though.

### **H) Alphabet game**

Choose a category. Go around the class. Pupils give an answer in alphabetical order. For example if the category is Sport answers might be: Archery, Basketball, Cricket etc. If a child can't answer they are out. Other good categories are Food, Animals, Cities or Countries.

### **I) Shove Hapenny**

You need some 2p coins (1 between 2). Demonstrate rules of the game. On a rectangular table you have to flick a 2p up to 4 times to the other end of the table. If you can get it to the other end so that is hanging off (not fallen off) you score 1 point. You should be able to pick it up with your thumb and forefinger. Once you have done this you go back to your end of the table, spin the coin and catch it between your 2 thumbs. Then, with your elbows on the table fling the 2p up. Your opponent needs to make some rugby posts by putting their elbows on the table, ends of fingers touching opposite hand and thumbs up. If the 2p goes over and between the posts you score an extra 5 points. If you flick it too far that it goes off the end of the table and your opponent catches it, your opponent gets a point. If you don't get it far enough in 4 flicks play continues with your opponent.

Encourage pupils to play to the rules. Introduce trying to work out a tournament set-up to find an overall winner. Pupils can help. Winner of one table can play a winner of another table. The 2 losers can play against each other as well.

### **J) Sports Poster.**

Children can design a poster to encourage sports participation in a club or outside school activity. Get them to consider: time, when, cost, kit and clothing, who it is for, what they will do and what they will get as a result of participating. They need to make their posters bright and encouraging with pictures as well.

### **K) Sports Wordsearch.**

Pupils have to enter into the attached 10x10 grid words related to sport. However instead of just writing the word below to look for they must instead write a clue. For example if they have entered the word Football into the grid, underneath they may write the clue -Steven Gerrard plays this sport?

**SPORTS WORDSEARCH**

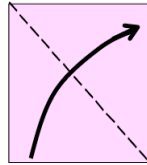

**Clues:**

## L) Sports Scorer (Fortune Teller)

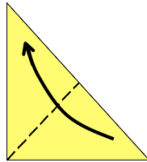
Follow instructions to make the fortune teller. The children can play each other and win games. First ask children for sports with a different amount of letters in their names. For example: Golf has 4 letters, rugby 5, tennis 6 etc.

### Instructions:

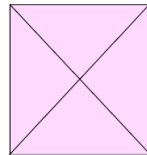
- Valley fold paper from corner to corner, making a triangle.



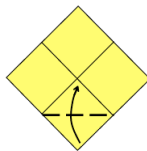
- Valley fold the triangle from corner to corner, making a smaller triangle.



- Unfold everything -- you'll have a square of paper with an X crease.



- Fold the corner to the center of the square (where the X crosses)



- Repeat with the other three corners and you'll end up with an even smaller square



- Fold and unfold the bottom edge of the square up to the top



- Fold and unfold the left edge of the square over to the right



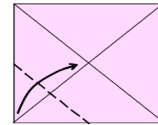
- so that the creases look like an astrix across your small square



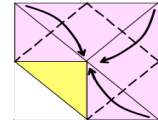
- This bit is easier to do than it is to explain -- basically, you want to push the four corners of the square together in the center and then slide 4 fingers into the flaps of your fortune teller, creasing the folds back so your fingers fit in nicely. You'll be able to move the flaps with your fingers like little puppets.



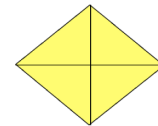
- Fold the corner to the center of the square (where the X crosses)



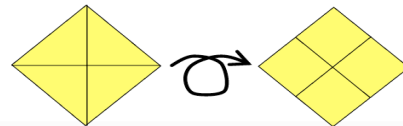
- Repeat with the other three corners.



- And you end up with a smaller square!



- Flip your paper over



Once folded, children can write their sports on the outer squares.

On the 8 inside triangles they can write letters A to H

On the inner, inner 8 triangles they can write any numbers ranging from 0 to 9

Once complete, children can play against each other and when the number is revealed that is their score. Whoever has the highest score wins the game.

## **M) Games with Words.**

There is a list of words in the pack to help you. You can use these or some of your own. There are some different games you play with them.

**i) Guess the picture:** Get 1 boy and 1 girl out to the front with their backs to the board. Draw a picture on the board. They have to ask questions to find out what it is. Boys v Girls and they answer YES, NO, SOMETIMES, MAYBE. First one to guess correctly wins a point for their team. If someone gives away give a point to the other team. If you draw a dog and Bob starts woofing or panting then the girls get a point. Get children to find out the category, colour, size etc if they are being slow at asking questions.

**ii) Guess who:** Same game as above but write a name of someone on the board. Ask questions to find out who they are.

**iii) Guess what:** As above but this tell the children at the front who or what they are. Go around the children sitting down one at a time girl then boy to ask a question to find what/who they are.

**iv) Articulate:** Get a boy out to the front. Give them a word. Start a stop-watch and say go. The boy has to describe the word without saying it. For example if it is the word Football the boy might say 'its round' 'you can kick it and head it' etc. As soon as a boy shouts the answer out stop the watch. Now it's the girl's turn and so on. At the end of the game add the time up and see who was quickest.

**v) Short story:** The class can work as individuals, pairs or groups. Give the them 3 words which they must put into a sports story. For example their words might be: Simon Cowell, High Jump and Tortoise. The more random the better.

**vi) What/Who am I:** Get a copy of the words. Cut them out and stick them on pupil's heads. Pupils go around the class. They ask each pupil they come to one question only. Once they find out who or what they are they sit down in their place quietly.