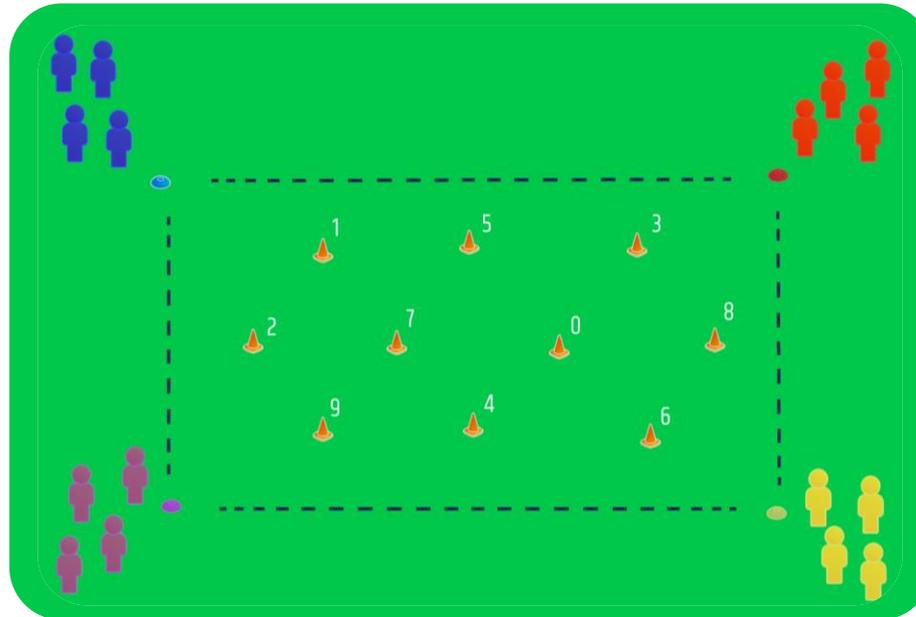


OBJECTIVE(S)

- Pupils must run to the cone that corresponds to the answer of a maths question posed by the teacher

THE GAME

- Pupils are grouped into fours or fives and stand in the corner of the area
- The teacher will ask a maths question such as 2×4
- The first pupils in each group to get to the cone with the number 8 gets the point
- If an answer requires two or more digits, the pupils must run to the cones in order



COACHING POINTS

- Keep your head up when you're running

FOOTBALL LINKS

- Change of direction with transitioning from attack to defense

HARDER/EASIER

- For increased difficulty, ask more challenging questions
- Teachers can pair pupils up based on their ability to make the game fair
- Different movement patterns could be added instead of sprinting

CURRICULUM LINKS

- Develop control in running, changing speed, stopping and starting
- Participate in cooperative and competitive play
- Develop spatial awareness, direction and speed/pacing
- Numeracy - mental maths

