

15. The Bean Game

Description

Arrange pupils on their own spot marker in a large circle. Invite the pupils to walk around their designated spot marker. On the various commands listed below, they should carry out the appropriate action:

jumping bean – jump around their spot marker,

broad bean – walk around their spot marker taking large strides,

jelly bean – wobble like jelly,

frozen bean – stand still,

chilli bean – shiver and shake,

full of beans – dance around their spot marker full of energy.

Equipment

- Spot Markers

Variations

- Invite pupils to come up with their own commands and actions.
- Arrange pupils in small groups and allow each pupil in each group to call out the commands.

