

20. Temple Runner

Description

Arrange pupils on their own spot marker in a large circle. Teacher assumes the role of leader and sets the scene. "You will have to dodge magical monsters to get to the temple's hidden treasure". Teacher calls out the following commands:

Run - Move your feet as quickly as you can (as if you were running away from monsters guarding the temple).

Stop - Stop moving your feet.



Reach up - Reach your arms up to collect coins.

Lean - Lean your body to one side to stay on the temple path.

Equipment

- Spot markers

Variations

- Model the actions and repeats the instructions to ensure pupil understanding.
- Invite pupils to take turns as leader.
- Invite pupils to create their own storyline to include the addition of more complex movements.