

### 3. Line Run

#### Description

Arrange pupils on individual spot markers in two lines on each side of the playing area. The first pupil in each line is number 1 and the second pupil in each line is number 2 and so on until each pupil has a number. The teacher then calls out a number. Those pupils with the corresponding number run to the end of the playing area and around a cone. The first pupil back to their spot wins a point for their team.

#### Equipment

- Spot Markers
- Cones

#### Variations

- Have shorter or longer distances.
- Match pupils based on ability.
- Challenge pupils by placing strong runners further away from the cone.

