

13. Speedy Rockets

Description

Arrange the pupils in one line at a starting line. Invite the pupils to imagine they are in a rocketship in a race to space. Mark the end of the playing area to represent the finish line.

The teacher, standing at the finish line, begins the game by throwing the ball in the air. While the ball is in the air the pupils/rocket ships are allowed to move forwards.

When the teacher catches the ball, the pupils must freeze. If a pupil moves once the ball has been caught, invite these pupils to go back to the start line.

The winner is the first pupil to reach the finish line/space.

Equipment

- Balls of various sizes

Variations

- Use a large ball so the pupils can clearly see the object as it travels in the air.
- Vary the height at which the ball is thrown, so that the pupils must react quicker or slower.

