



ATHLETICS



DANCE



AMES



GYMNASTICS

Description of Activity

Use cones to set up a playing area with a home base at one end. Pupils line up at the opposite end of the playing area to the home base. Select a pupil to be the shopkeeper, or the teacher could take on the role. On a signal, all pupils call out, 'shopkeeper, shopkeeper what have you got today?'. The shopkeeper replies, 'today I've got... bunny rabbits/ tennis balls /scissors' etc. Pupils move one step forward by performing an action for the object e.g. bunny rabbits jump forwards, tennis balls jump high, scissors jump in the air with legs outstretched etc. Pupils call out again and the activity continues until the teacher answers 'Magic Shoes'. When this happens, the teacher chases pupils until they reach the home base. The first pupil caught joins the shopkeeper.



Variations

- Add obstacles to the playing area for pupils to jump over or move around.
- Alter the locomotor skill that pupils use for 'Magic Shoes'.
- Pupils that are caught by the shopkeeper must perform a balance for a count of five before continuing on to the home base.
- Invite pupils to create and demonstrate further jumping actions for the shopkeeper to call.

Equipment

An open playing area, cones



- **Pause the activity at intervals to focus on the specific teaching points for jumping in the lesson. Invite a pupil to demonstrate correct technique, allow pupils to practise in isolation and then return to the activity. Provide feedback to individuals while they perform the jumping action during the activity.**



- **Show someone who lives with you how to perform a bunny jump.**



- **baile • siopadóir • cad atá agat dúinn inniu? • carranna rásaíochta • coiníní • liathróidí leadóige • sciosúir • bróga draíochta**