



## Description of Activity

Arrange pupils in four groups, and assign a suit of cards to each group (diamonds, hearts, clubs and spades). Each group lines up at one corner of the playing area behind a cone. In the centre of the playing area, all of the playing cards are spread out on the ground, face down. On a signal, the first pupil from each group runs into the centre of the space and turns over one card. If the card matches the suit of their group, they bring it back to their cone. If they are wrong, they turn the card back over so that it is face down again. Each pupil may only turn over one card per run. The aim of the activity is for each group to retrieve all thirteen cards of their suit, and lay them out face up in numerical order at their cone. Pupils are encouraged to communicate with each other to help turn over the correct cards.



## Variations

- Vary the locomotor skill used to move around the area, e.g. hopping, skipping, jumping etc.
- To shorten the activity, only use half of the pack of cards - ace to seven.
- If pupils turn an incorrect card they must perform a simple movement, e.g. five star jumps.
- Pupils from a group that have completed the activity may continue to take part in the activity by turning over cards and bringing them to the correct group.

## Equipment

An open playing area, cones, deck of cards



- Encourage the teams to work out a strategy before they embark on the task.
- Pause the activity at intervals to focus on the teaching points for running 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 are running during the activity.



- Design a running game using a pack of playing cards. Describe and draw the game in your PE journal. Play it with your friends in the yard.



- ceithre fhoireann • muileata • hart • triuf • spéireata • i gcúinne amháin • rith isteach • dath a bhaineann leo • cumarsáid a dhéanamh