

Get on that chair!

Level: Any (just choose what they stand on to fit your age group)

Equipment: Chairs / benches / small mats / squares of carpet / spots / pieces of newspaper (whatever it is you would like them to stand on)

Purpose: To get to know the other class or group members in an interactive way

Formation: Students work as a class or group. Chairs/mats/paper placed in a line

Directions:

For this classroom game, students need to be flexible and balanced. For every student, the teacher places a chair (or other piece of equipment). All the chairs should be lined up in a single line. Every student has to stand on a chair. Then, the teacher asks them to go stand in a certain order. For example: "I want you to organise yourselves from young to old." The students now have to change places without touching the ground.

The teacher can give other orders like: "from tall to small." or "from A to Z (first and last names)." Every time the students have to change their positions without pushing someone off the chairs. Other ideas for orders could include house numbers or favourite number.

Variations:

- Use the different equipment to stand on.
- If you want to make it more challenging, you could set a time limit.
- Once in their completed line they could pass an object/s along such as balls or beanbags (under/over), hold hands and transfer a hoop along without it dropping.
- Give students number/fractions/decimals to order.



For Under-fives:

- Could focus on the variation around passing an object along a line of students while balanced on some equipment.
- Change places with someone that is wearing the same colour top/pants/hat/shoes as you. Change places with someone whose name starts with the same letter as you.
- Balance Circuit - Set up a range of balance equipment to make a circuit. Beams, rope, chalk lines, elevated equipment etc. As an extension: Fishing Trip balance circuit – beanbags are spread around- children have to balance and lean down to 'fish' up a beanbag, then drop it off somewhere else.

Cross Curricular Links:

- Numeracy - ordering numbers, fractions and decimals
- Literacy - alphabet ordering
- Te Reo- could do the same activity but in Te Reo Māori

Links to fundamental movement skills - these activities will help to develop:

- Balance skills - balancing on different equipment while trying not to fall off when changing places.
- Manipulation - see variation around manipulating an object.