

## MY FAVOURITE GAME 2018

# The game SUN AND ICE

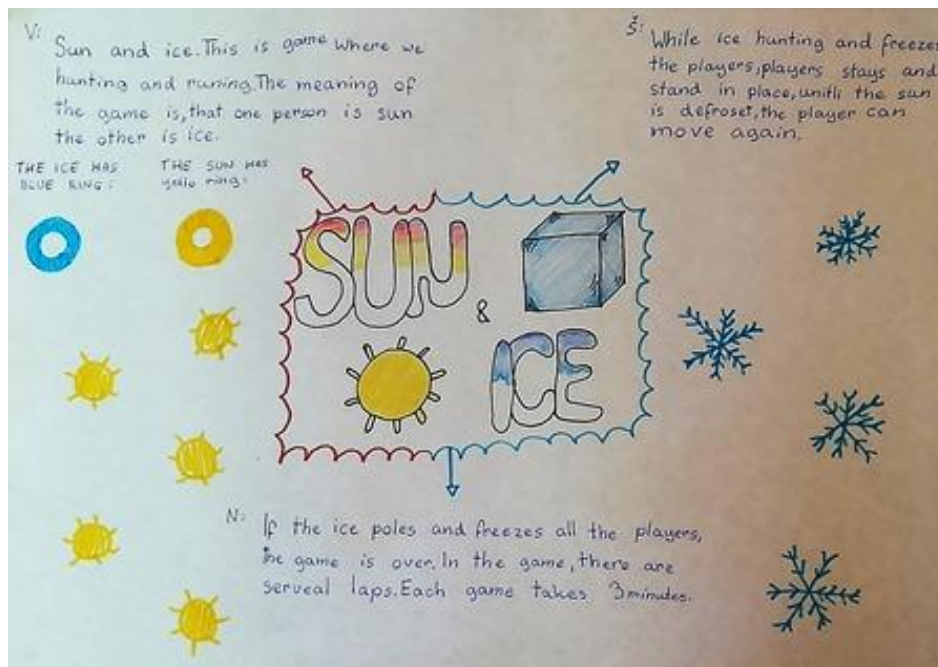
The game is designed to be played at the beginning of PE lesson for a warm up. Sun and ice is a game of hunting.

### Equipment:

- A small yellow ring or other little yellow gadget
- A small blue ring or other little blue gadget

### Description, how the game works as follows:

- A hunter is the ICE and he/she has a blue ring (or anything else in a blue colour).
- A rescuer/savior is the SUN and he/she has a yellow ring (or anything else in a yellow colour).
- Other students are free and they can run whenever they want.
- The game begins with the teacher giving a sign. The ICE hunts the »free« students. When the free student gets tagged by the ice, he/she becomes frozen in a frozen posture (standing still) and starts calling the sun to melt him/her. When the SUN touches the frozen student, he/she is free again and starts running around.
- There can be more ICES and SUNS in the game (example three ICES and two SUNS, depends on the number of students playing the game).
- The game lasts max two minutes.



Instructional text poster and video have been prepared by Vita, Nina and Spela.

## MY FAVOURITE GAME 2018

### The game CARROTS

Carrots is a funny game to strengthen the muscle power.

#### Equipment:

- You don't need any equipment.

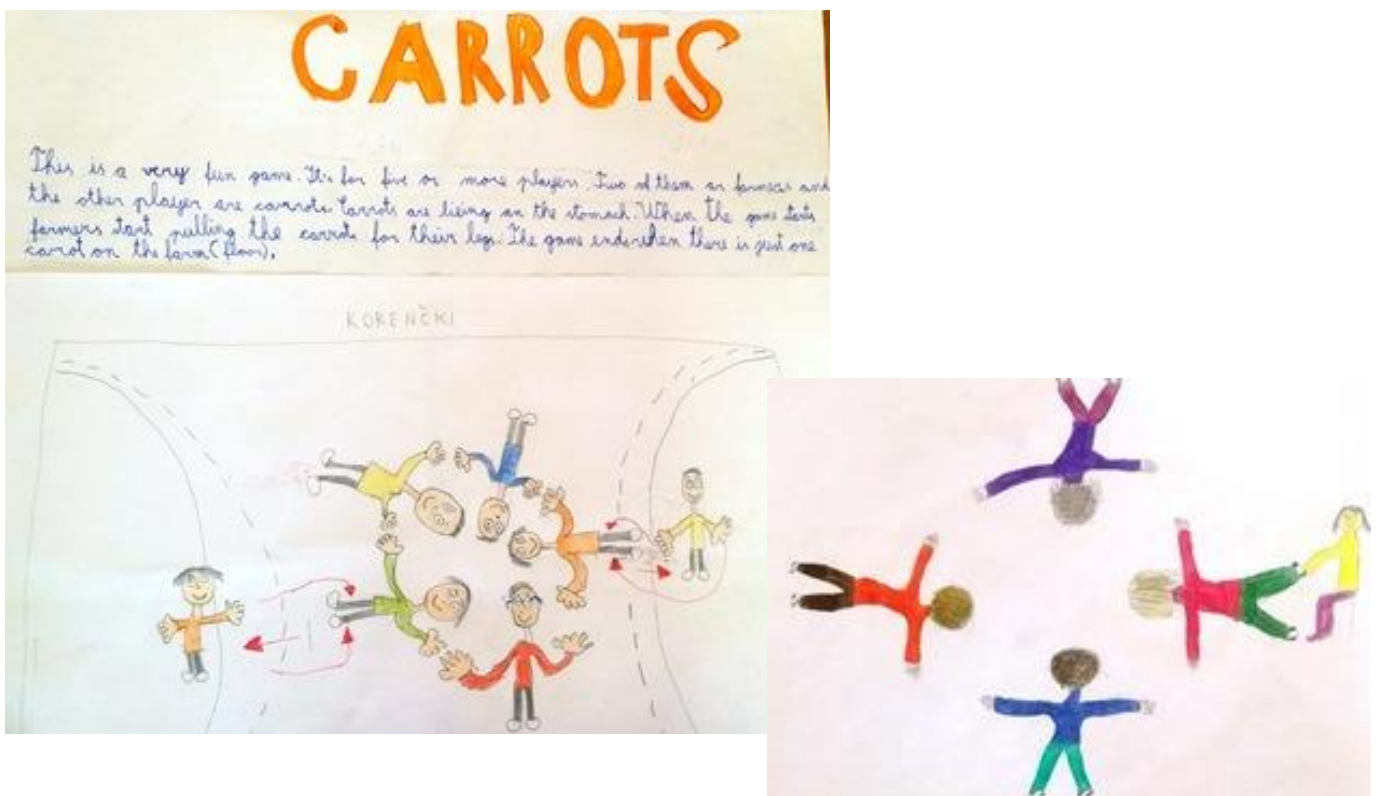
#### Description:

- Two students are FARMERS and the others are CARROTS.
- Carrots lie flat with the chest down and hold their hands.
- The game starts with the teacher giving the sign. Farmers start to pull »carrots« for their legs.
- They can do the pulling separately/individually or together.
- At the same time students who are carrots try to hold together. If they release both hands they are »in the possession of farmers« and they wait till the end of the game. Students still in the game quickly hold released hands.

Objective of the game is to pull as many carrots as you can.

Pairs of farmers compete who will »pick« more carrots in one minute!

The game takes maximum one minute, because it's a very active and tiring game.



Instructional text poster and video have been prepared by Jakob, Stefan and Alen.

## MY FAVOURITE GAME 2018

### The game SARDINES

Sardines is a game of hide and seek.

Originally it is an outdoor game, but it can be played also in a school.

It lasts till the last seeker/seeker is looking for sardines – students who are hiding together.

#### Equipment:

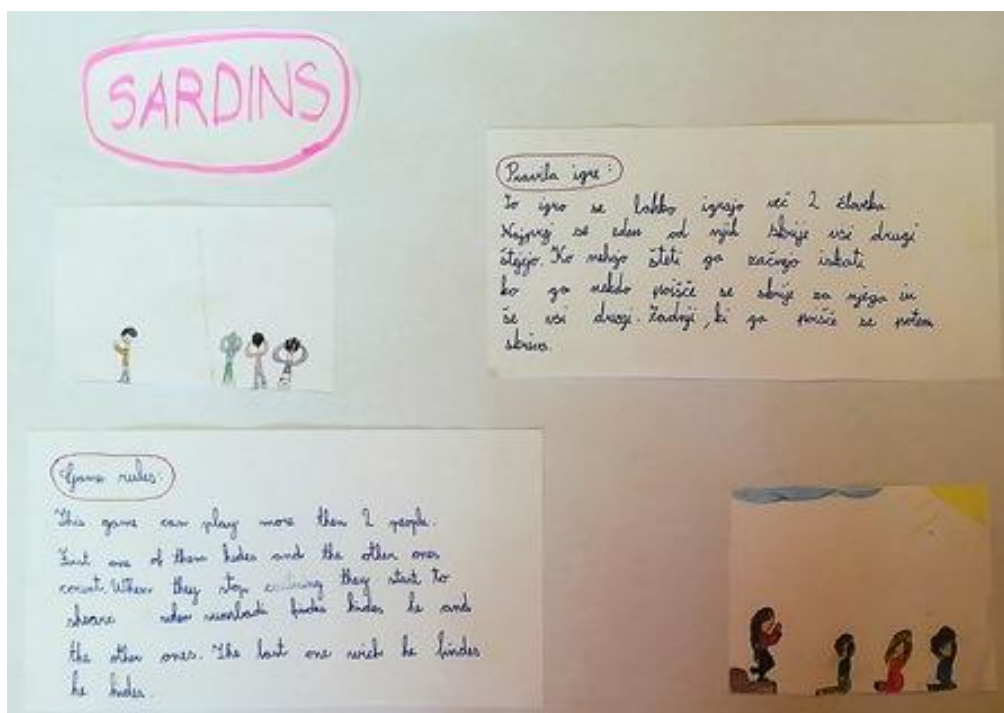
- You don't need any equipment.

#### Description:

- Among all students teacher determines one students who is hiding.
- Other students count to 10/20/30/40/50 (student's or teacher's decision). When they count to eg. 20, they start to seek the only student who is hidden.
- Each seeker who finds the hidden student, stays and hides with him on the hidden spot.
- After a while there will be more and more hidden students and they must be close together each other to stay hidden – they look like sardines (fish in the can).

The game ends when the last seeker finds the hidden group of students.

The last seeker becomes the first who is hiding.



Instructional text poster and video have been prepared by Tija, Mia, Diana, Katja and Olivija.

## MY FAVOURITE GAME 2018

# The game TEN PASSES or TEN THROWS

Students are divided into two groups. Groups are marked with colors.  
Students can play the game in the park or on the sports field.

### Equipment:

- The only equipment we need for this game is a ball.

### Description:

- The objective of the game is that a team reaches ten consecutive throws/passes!
- Of course the opposite team tries to prevent that.
- Students have two roles in this game: attackers and defenders.
- With the teacher giving the sign the game starts. Teacher counts all the throws of the team. When the other team gets the ball in its possession, the counting starts from the beginning.

### Specific game rules:

- The players must throw the ball, not hand in the ball.
- The opposite player must not take the ball out of hands, but can intercept the ball during the game.
- The players can move and run around with or without the ball.

Game ends when the team reaches ten consecutive throws/passes.



Instructional text poster and video have been prepared by Metka, Urban and Mihael.