

Primary 1		
Literacy	Numeracy	Health & Wellbeing
<p>Aim: To listen carefully for information</p> <p>Play a game of “before and after” Simon Says!</p> <ul style="list-style-type: none"> • touch your nose <u>after</u> touching your head • hop on one leg <u>before</u> waving your hands • put your hands on your head <u>after</u> sitting on the floor • wave your hands <u>before</u> you sit down <p>Extra challenge: Can you make up your own instructions for someone to carry out?</p>	<p>Aim: To understand the concept of multiplication</p> <p>Look at the pictures on the next page for this activity. You can also use your own socks!</p> <p>At this stage we are introducing multiplication as ‘sets of’ or ‘groups of’ and using pictures or practical materials to ensure a deep understanding of the concept.</p> <p>Look at the pictures on the next page. First the adult will tell you what the pictures show by reading the words below each picture. Next they will read the words below one of the pictures and your job is to work out which is the matching picture and to point to it.</p> <p>Perhaps you could try making your own sets of objects saying what you can see.</p> <p><u>Extra Challenge:</u> use more than 5 pairs of socks and describe what you see.</p>	<p>Aim: To develop game defence skills and to be able to change direction quickly.</p> <p>For this game everyone needs a sock, cloth or duster tucked into their waistband. The instructions are on the third page.</p>



3 groups of 2 socks
3 sets of 2 socks
2 and 2 and 2
2, 4, 6



5 groups of 2 socks
5 sets of 2 socks
2 and 2 and 2 and 2 and 2
2, 4, 6, 8, 10



2 groups of 2 socks
2 sets of 2 socks
2 and 2
2, 4



4 groups of 2 socks
4 sets of 2 socks
2 and 2 and 2 and 2
2, 4, 6, 8

How to play



2

One person is the timekeeper. (Keep swapping so the timekeeper also gets to play.)

1

Each player tucks a duster into the waistband of their clothes so it is dangling down their back. This is their 'tail'.

3

Shout 'Go!'. The players move and dodge around the space, trying to catch other players' tails, without losing their own.

4

After 60 seconds, shout 'Stop!'. Each player checks to see if they still have a tail and counts how many tails they caught.

5

Repeat to see if you can keep your own tail and can catch more tails than last time.

Variations

- One player is the catcher and stands in the middle of a circle. Other players dodge but can't run away.
- Each player wears the tails they caught.
- Make up your own rules.

Challenge yourself

- Can you move faster?
- Can you move around a bigger space?
- Can you make each round longer than 60 seconds?

What next?

Zoom