**Colour/listening game)**

#### TEACHING POINTS EQUIPMENT

* Safety when moving (‘look where going’) 4-6 sets of different colour marker cones

INSTRUCTIONS

* One cone of each colour at front of space or lines of colour cones around the room
* Coach calls out colours which children have to react to and travel to correct marker cone
* Can increase difficulty by increasing speed of instructions and number of colours called

POINTS

* To whoever is quickest or get out last children to the correct colour

(You can link the colours to things to do with Animals)

**Colour Warm Up Games**

**Shark Attack**

#### TEACHING POINTS EQUIPMENT

* Safety when moving (‘look where going’) Different colour marker cones

INSTRUCTIONS

* Marker cones pre-set to create different colour Islands
* 1-2 ‘sharks’ are chosen to catch other children
* Leader calls out colours which children have to react to and run to correct colour islands.
* Shark can only tag runners when running between islands
* Children caught then become sharks

POINT

Increase the points the longer they stay in the game and don’t get tagged.

**Bop it**

Teaching Points Equipment can include

* Pre-set area 4 different coloured sets of cones
* Playing fair
* Remind children not to bop too hard

Aim:

To Bop the correct colour the quickest

Instruction

* Put children in pairs and give a red, blue, yellow and green cone per pair.
* Pairs are to find a space and one child holds a colour cone in each hand and places two on the floor by their feet. The other child is the bopper.
* Begin with children placing the same colour cones in their hands and by their feet
* Call out a colour and the children have to bop (tap) that colour cone.
* Speed up to test the children’s reactions.
* After a few minutes swap the bopper

Points

* Reactions/speed, sportsmanship

Alterations/Progressions

* Children hold/place colour cones in different order
* Child holding the cones to call out colours for their partners.
* Child holding cones can switch cones in hands and hold them higher to make it more challenging for partner.

**Valentine Cones**

#### TEACHING POINTS EQUIPMENT

* Pre-set area Cones, whistle.
* Safety when running (‘look where going’)
* Good Sportsmanship

INSTRUCTIONS

* Spread out different coloured cones around the space. Each cone represents something different
* Orange = Teddybear White= chocolate Red= heart green= flowers
* Children move around in ways instructed by the Coach. When the whistle is blown a Coach calls out a colour/Valentine word and children have to pick up the correct colour cone
* Whoever picks up the correct colour the quickest wins a point for their team- hero or villains. You can also award points to children that are moving around the space well/in a big space.
* You can play this game where you split the children into teams and they win points for their teams or they win individual points

**Cone Swap**

TEACHING POINT EQUIPMENT

* Safety when travelling with cones 4-6 sets of different colour marker cones
* Safety when moving around or over cones
* Children cannot swap with children that are out

INSTRUCTION

* Give everyone a coloured cone
* Give children ways to travel around the space/skills to practice with their cones. I.e “can everyone jump forwards and backwards over their cone”
* When a coach shouts “SWAP” all children have to swap their cone with someone else and sit down as quick as they can.
* A Coach, holding one of each colour cone in a pile behind their back, selects one cone and hold it up
* Anyone with that colour cone is out of the game and must remain seated.
* The game continues until there is one group of winners.

**Colour Elimination**

TEACHING POINT EQUIPMENT

* Preset area 4-6 sets of different colour marker cones
* Safety when moving around cones

INSTRUCTION

* Marker cones make different colour boxes around the space
* This is a game of chance and a Coach will choose 1 child to be the eliminator
* Children move around the space in ways instructed by a Coach
* The Eliminator must turn around and close their eyes/cover eyes whilst the Coach gives the children a 5second countdown
* Children have 5 seconds to stand in a coloured box
* The eliminator will choose a colour at random and anyone in that box will be out.
* When it gets down to 4-6 or less children they cannot stand in the same colour box
* When it gets to the last 2 children give them 2 colour choices to stand in