



WARM UP

GAME

Lucky Numbers

Summer 2 – Week 33

LEARNING OUTCOMES:

- Number recognition.
- Winning and losing.
- Gross motor skills.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: Maths.

TIME:

5 – 10 mins

EQUIPMENT:

21 cones and a dice.

SAFETY:

All children must move in the same direction.

SET-UP:

Place cones in number groups at different places around the area, these will represent the different numbers on the dice. For example, 1 cone for the number 1, 2 cones for the number 2 etc. The teacher holds the dice.

DESCRIPTION

Children perform different movements around the area. When the teacher calls out “pick a number” the children choose and run to a set of cones depending on what number they want (1-6). They must stay at that number until it’s time to run again (to get them to choose quicker, give them a 5 second countdown). Once all the children are stood at a number of cones, the teacher rolls the dice and the children that are stood at that number are out.

PROGRESSION/VARIATION

1. Choose a child to roll the dice.
2. Pair the children up so they have to choose numbers together with their partner.