



MAIN ACTIVITY

GAME

Musical Steal the Honey

Autumn 2 – Week 12

TIME:

10 mins.

EQUIPMENT:

Cones and music.

SAFETY:

Clear area and all children start at same end of area.

LEARNING OUTCOMES:

- Gross motor skills and spatial awareness.
- Listening and reacting.
- Winning and losing.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: Literacy / World / Expressive.

SET-UP:

Place cones at one end of area where the teacher will stand. The cones represent the honey pots.

DESCRIPTION

The teacher is the bee and is surrounded by honey pots (cones) and faces in the opposite direction to the children. When the music plays the children who are the cheeky bears have to creep towards the honey pots with balancing arms and pointy toes. When the music stops the teacher turns around to look at the children, the children must freeze and stand still. They can only start to move again when the music plays. When a child gets a cone they can run back to the start with it and begin again.

PROGRESSION/VARIATION

1. If the teacher catches the children moving when the music stops then they have been stung by the bee and must return to the start.
2. Make it a knockout game so if the teacher sees the child moving then they have been stung by the bee and must sit out.
3. Children can take turns being the bee.