



# WARM UP

## GAME

### Humpty Dumpty

Autumn 1 – Week 6

## LEARNING OUTCOMES:

- Spatial awareness and teamwork.
- Hand eye co-ordination.
- Gross and fine motor skills.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: Literacy / World /Expressive.

## TIME:

5 – 10 mins.

## EQUIPMENT:

Cones, balls and whistle.

## SAFETY:

Children have to be aware of other children so as not to collide.

## SET-UP:

Count out 2 straight lines of cones which signify the walls, scatter the same amount of balls around hall. The balls are the humpty dumpty's.

## DESCRIPTION

The children are the king's men and king's horses. It is their job to run and find a humpty dumpty and put him back on the wall (balance ball on a cone). It is the coach's job as the dirty rascal to knock humpty dumpty off the wall. Keep playing until time runs out, finish game with all the humpty dumpty's on the wall.

## PROGRESSION/VARIATION

1. Progress to having two teams, one team are the dirty rascals and knock humpty dumpty off the wall and the other team put him on, then swap.
2. Can use hands or feet to knock humpty dumpty off, if using feet only gently kick the ball so the ball doesn't hit anyone.