

Up



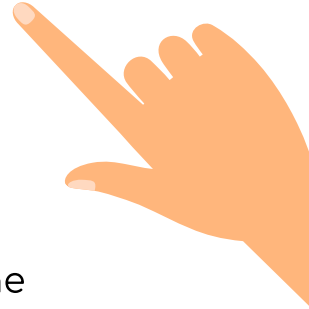
Down



This game's brilliance is in its simplicity. It doesn't require any props or resources. It can be played anywhere and can be used throughout the term as a way of breaking up a lesson and increasing focus.

Purpose

This game is used to practice maths in a fun way and introduce physical actions or gestures linked to other topics.



The Game

As with most games, this one starts very simply to help ease the participants into the basic concept.

Count from one to eight slowly, telling your class to raise their right hand every time you say an even number.

Next, count from one to twenty slowly. This time, instruct your class to raise their right hand on every multiple of three.

This isn't much fun, is it?

Once your class has the hang of it, tell them you are going to go on a Viking raid. They must sit at their desk and on every even number they will perform a rowing action and chant. You may want to use a key word for the topic, a Danish word, or ask a member of the class to invent their own Viking chant for everyone else to copy.



Adaptations

This is easily adapted to suit many different topics. The limit is your imagination.

If your class become particularly skilled over the term, try giving them two instructions: right arm up on all even numbers, left arm up on every multiple of three.