



Amber Valley  
Leadership Academy

# Mini Leader Resource







# Amber Valley Leadership Academy

## The purpose of Mini Leaders:

A successful Mini Leaders programme can be extremely beneficial for your school. A group of Mini Leaders will increase the amount of extra-curricular delivery within school as well as providing a valuable link between staff and students. The experience of being part of a Mini Leaders programme will also be valuable for the students. Something they will draw upon when heading to secondary school with the programme having the potential to improve communication, leadership, organisation and confidence among other qualities

## Mini Leaders selection:

Use an assembly or class presentation to introduce the programme to the school [this presentation is available upon request]. This way, all students within the school know that the program is taking place and therefore improves engagement. After this assembly you could then allow for students to come forward and apply for the program themselves, or you could pick students based on prior knowledge.

Generally Mini Leaders should be selected from Y5 and 6 but responsible Y3/4's can also be considered. Key characteristics you should look for when selecting Mini Leaders are responsibility, maturity, confidence and communication skills. In other words you need to be confident in their ability to lead a group of other students safely.

## Structure of the program:

The number of Mini Leaders you choose depends on the amount of activity you would like to be delivered each week. Generally you should try to avoid asking your Mini Leaders to deliver more than twice a week to ensure engagement is maintained. At least 2 Mini Leaders will be needed to deliver a session or activity. So you might pick 3 groups of 2 to deliver in week 1 of the term, and then a different group of leaders the following week and work by a timetable. You may even pick 3 groups on a Tuesday, and 3 different groups on a Friday.

To start with, the coach/teacher will meet with the chosen students in the first 2 weeks. The first week will be an introduction to expectations as a leader and also the different games we can play with the younger children. We are then expected to demonstrate a number of games to the leaders with them involved to show them what each game should be like. It is useful at this stage to give each student a number of points to work on such as clearer explanations, more demonstrations etc. In the 2<sup>nd</sup> week, students then each choose a variety of games they would like to deliver that specific week and the teacher would then take them outside, help them set up and then oversee each group as they deliver.

Once you are happy that your group can deliver activities on their own you can take more of an overseeing role. However, it is important to observe the students every week, provide feedback when necessary, before then carrying out a formative assessment at the end of term to provide written feedback to each leader.







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# TAG Games!



## How to play?

Everyone is a tagger, and they aim to try and tag other players. If you get tagged, you are "out" and then have to squat down and watch your tagger, because when they get tagged you are then free.

If players tag each other at the same time, then they play a game of rock/paper/scissors to see who squats down.

If the coach shouts "JAILBREAK" then the people who are "out" are back in.

The last person(s) standing wins the game!

## Infinity TAG



## Equipment

- None!

## Changes/Challenges

- Add a ball to dribble
- Add in points for every TAG
- Work in pairs (Save each other)
- Smaller/Bigger Space

## Ozzy says:

Make sure we look over our shoulder!





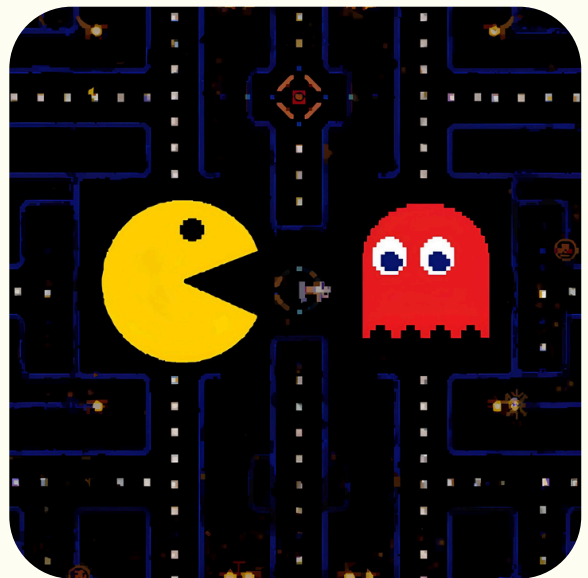
## How to play?

Standard game of TAG but you can only move on the lines situated on the playing area. Maybe a hall or playground.

There is 1 tagger that starts on, to show this they place their hand on their head. Everyone else has their hands free and are named "Ghosts". Their job is to run away from the Pac-man. Once they are tagged, they also put their hand on their head and become a Pac-Man.

The last Ghost standing, wins the game!

## PAC MAN



## Ozzy says:

Make sure your feet stay on the lines!



## Equipment

- Lines on a playground/hall

## Changes/Challenges

- Add a ball to dribble
- Smaller/Bigger Space
- Shout "Change" and the ghosts then try and TAG the Pac-man.
- only use certain coloured lines



## How to play?

there are as many taggers as you please.  
Depending on numbers.

the taggers each have a bib, and that is their  
potato which is very hot!

So you need to try and lose the potato.

the aim of the game is to try and get rid of your  
potato by throwing it at other players. The players  
try and throw you bib (potato) at other people  
and if it hits someone with out a bib, that potato  
is now theres and the thrower is running away  
from other potatoes. If a tagger throws a bib and it  
just goes on the floor, that potato is still theres  
until it hits someone.

The people with the bibs at the end lose, and  
therefore gain a point.

It is the player with the least amount of points  
that wins!

## Ozzy says:

Can you drop the shoulder  
to try and trick the  
throwers?



## Hot Potato



## Equipment

- Bibs
- balls?

## Changes/Challenges

- Add a ball to dribble and you have to hit the ball now not the player.
- Smaller/Bigger Space
- Add/remove bibs

## Safety

- Ensure children aren't "whipping" people with bibs, or throwing them at peoples faces.
- Be careful with children tripping over travelling bibs



## How to play?

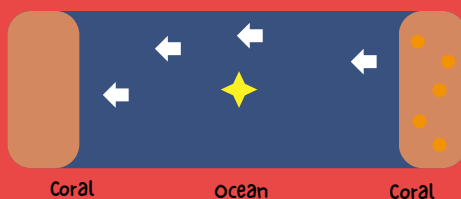
Mark out 2 end zones in a specific area opposite one another, creating 3 sections.

The middle zone should be the biggest, this is known as the ocean! Either side, the zones are called the "coral". The aim of the game is for the runners, known as the "fishes" to swim across the ocean from coral to coral with out being tagged by the "shark".

If the fishes are tagged by the shark, they then become either a shark as well OR they become seaweed, where in fact they stay where they were tagged and pretend to be seaweed (Cant move their feet, but can stretch out and tag people).

To start the game, the shark will shout "Sharly Sharky" and the fishes then try and swim to the other side.

The last person standing is the winner!



## Sharky Sharky!



## Equipment

- Cones
- Maybe bibs to identify different creatures?

## Changes/Challenges

- Change what happens when you get tagged - Be a crab, seaweed, shark
- Add a ball in (Baby fishes)
- Change size of end zones.
- Change the way players can move

## Ozzy says:

Make sure to give as many children a chance to be a shark as possible!



## How to play?

Everyone has a bib and puts it on.

There are two families, the taggers and the runners.

The taggers have their bib in their hand, where the runners have their bib on.

The taggers are running around trying to tag the runners. When the runner gets tagged, they take off their bib and become a tagger.

The last runner standing, WINS!

## Family TAG!



## Equipment

- Bibs!

## Changes/Challenges

- Add a ball to dribble
- Smaller/Bigger Space

## Ozzy says:

Can you work  
together in your  
families?





## How to play?

Standard game of TAG where there are taggers and runners.

However there is a secret agent tagger. Who is undercover, if the actual taggers can identify this person and tag them, they then win the game. If they do not manage to do this, the secret agent wins the game!

## Secret Agent TAG!



## Equipment

No equipment!

## Changes/Challenges

- Add more secret agents
- Play the game in silence

## Ozzy says:

Can you make sure you're extra sneaky when tagging people?







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# Competition!





## How to play?

Split the group in to pairs and place enough random spots for half of the group to stand on them around the playing area.

One of the pairs, stands on a spot and the other stands in the open space.

Players on a spot are the kings/queens of the castles and their job is to protect their castle when challenged.

Challengers must run out and challenge the kings/queens to a game of rock/paper/scissors, the winner claims the castle and the loser then has to go and challenge another king/queen.

Each time a king/queen wins whilst on a castle they earn 1 point. If they then lose and become a challenger, they lose their points but have a HIGH SCORE. When they go on to a new castle their score resets.

At the end, the king/queens with the most points wins!



### Ozzy says:

Can you out think your challenger?



## Kings & Queens!



## Equipment

- Spots/cones

## Changes/Challenges

Change the challenge - Spelling, maths, skills, 5 questions

- Add in a forfeit if the challenger loses!
- Add a ball in to dribble.
- Ask kings/queens to balance whilst in castle
- Change the movement from castle to castle.

## How to play?

Split the group into teams, of around 4-8.  
Depending on numbers of the class.

Mark out a playing area with a halfway line down the middle, creating two halves.

Place a number of random pieces of equipment either side of the half way line. (Light objects, kids can throw like bibs, dodgeballs).

The aim of the game is for each side to throw the "rubbish" (equipment) from their side on to the other teams side in the designated time.

This can be adapted for many types of skills; Kicking for football, throwing for Fundamental skills, using a racket to better striking skills.

Play the game for 1 minute, before shouting STOP, then count up who has the least amount of rubbish in their room, that team is the WINNER!



## Messy Bedroom



## Equipment

- Cones/Spots
- Bibs
- +balls
- +Rackets

## Changes/Challenges

- Condition the game - only use weaker hand/foot
- Certain people can only throw certain coloured rubbish!
- Change the items classed as rubbish
- Change the shape/size of playing area
- Alter the team sizes

## Ozzy says:

Position yourself around the area and stop as much rubbish as you can from entering your area.





## How to play?

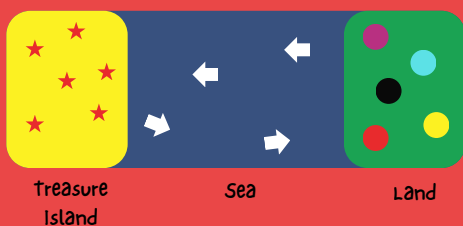
Split the group in to equal teams depending on size of class. Each team has a hoop and is positioned in a space around the outside of the playing area. These act as the ships!

In the middle of the playing area there will be a "treasure island" you have created using cones. Place 20-40 pieces of equipment inside this island.

On "GO", the first child from each team will go and collect a piece of treasure and then take it back to their treasure chest, they then high five their team mate so that they can now go and get some treasure.

On "Pirate Attack!" pirates are now allowed to go and STEAL treasure from other treasure chests. Pirates are NOT allowed to block other pirates from taking treasure.

On "STOP!", pirates go back to their chest and count how much treasure they have! Team with the most, Wins!



## Treasure Island



## Equipment

- Hoops
- Cones, bibs, balls, Spots

## Changes/Challenges

- Make the area bigger/smaller
- Award points for different types of treasure
- Limit movement. (Hopping, skipping, crawling)
- Change number of people who can go at a time.
- Walk the plank! Allow teams to pick a player from another team to leave a team and join yours!

## Ozzy says:

Keep an eye out for children trying to block others from getting their treasure!



## How to play?

Split the group in to two teams. Blue and red.

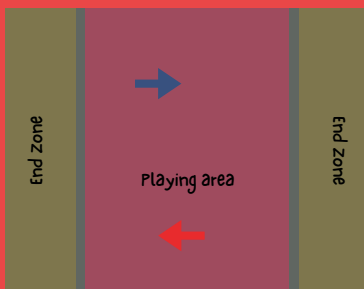
No more than 6 on each side. If there is a big group, use more pitches and play a tournament style practice.

The aim of the game is to pass the ball to your teammates to move up the pitch towards the goal area (end zone). A goal is scored by passing the ball to a team mate who is inside the end zone.

Players can not touch another player or snatch the ball from their hands.

If the ball goes out of a blue player, the red team get a free throw from where it went out. If the blue team score, the red team then get the ball and have a free throw from that end zone.

The team with the most goals at the end, WIN!



## Ozzy says:

Small sided games mean more touches!

The more touches, the more fun!



## End Ball!



## Equipment

- Cones/Spots
- Bibs
- Ball  
(Football/netball/basketball)

## Changes/Challenges

- Condition the amount of passes you have to do before scoring
- However many passes you make, is how many goals you score
- Set a challenge that everyone on your team has to touch the ball before scoring
- Encourage different passess (Over arm, under arm, chest pass, bounce pass)

## Safety

- Ensure people know its none contact!



## How to play?

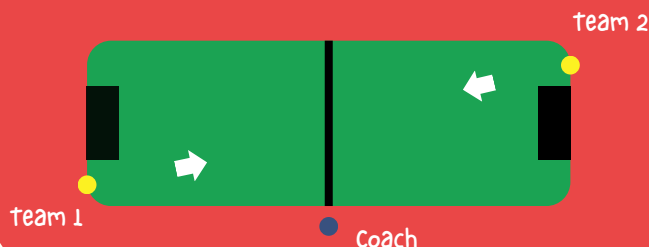
Split the group in to two teams. Each person in the two teams is given a number. (If there are 5 players in 1 team, number them 1-5). If there is 4 players in the other team, number them 1-4 and then someone else will be 5 as well.

They will go twice.

The coach will then shout a number out, so for example if the coach shouts "1!" then the 1 from both teams will go 1v1 against each other to try and score a goal.

This can be used for any invasion game: football, basketball, hockey.

Each time there is a goal or the ball goes out of play, the game stops and the coach then shouts out another number.



## Ozzy says:

At the end of the game, shout out every number to turn it in to a full invasion game!



## Number Game!



## Equipment

- A goal (Football net, basketball hoop)
- A ball (Football, basketball, rugby ball)
- Bibs
- Cones

## Changes/Challenges

- Make it a 2v2 or 3v3!
- Bring in a time limit!
- Change where you throw the ball
- Change the type of goal or size of pitch

## Safety

Make sure children not playing don't stand in the goal. They stay on their cone.

## How to play?

Set up a playing area which visualises a forest in the middle and then treehouses on the outside.

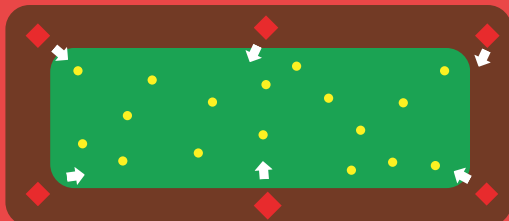
In the forest, there will be bean bags placed all over the area for children to pick up. These symbolise Nuts.

There are then hoops around the outside of the forest, that symbolise the treehouses.

The aim of the game is for the squirrels (Children) to run from their treehouse in to the forest to go and grab as many nuts as they can.

Squirrels can only pick up one nut at a time and can not steal from other squirrels or treehouses.

The team with the most nuts at the end, WINS!



## Squirrel Stash!



## Equipment

- Beanbags
- Hoops
- Small balls
- bibs

## Changes/Challenges

- More than one beanbag can now be picked up!
- Only certain people can put nuts in the treehouses. (Throw to team mates)
- Certain people can only get certain coloured nuts.

## Ozzy says:

You can play this in teams or as individual races!





## How to play?

Split the group into two equal teams. One team will be called "Domes" and the other is named "Dishes"

Set out a starting area using spots. As cones are involved in game. There should be a red line of spots one side, and a blue line the other side. This way the teams are separated.

Place 30-40 cones around the playing area, ensuring that some cones are upside down and some are the correct way up. This should be an even split.

The aim of the game is for the "dishes" team to turn over all the cones so that they look like dishes, and team "domes" turn over the cones so that they are the correct way up (domes).

After, the coach finishes their count down, the coach then counts how many each team have got.

The team with the most correct cones, wins!

## Domes and Dishes!



## Equipment

- Cones

## Changes/Challenges

- Create a time challenge - time how long it takes to turn all of the cones over in total.
- Condition how many hands you can use
- Condition what colours each person can turn over.

## Safety

- Make sure there is no blocking
- Make sure children are moving around the whole area and not "camping".

## Ozzy says:

Can you think of different tactics?



## How to play?

Set up 3 lanes (can do more if you like), and place a equipment evenly spaced out behind each other for the children to overcome to move to the next one.

This can include, jumping over something, balancing an object, balancing on something, running/hopping, skipping, dribbling, toe taps.

In each lane, there are teams on the start line. When the coach shouts "GO!", the first person will make their way through the course, and either come back through it OR run by the side of it back to their team. When they get back to their team, they high five the next person and then sit down so we know they're finished.

The first team all sat down, WINS!

### ALTERNATE:

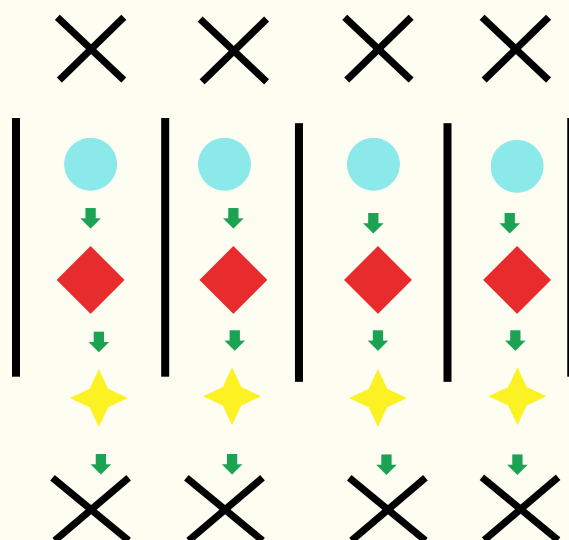
You could even the numbers out either side of the course, so 2 one side and 2 the other side. This way, children would go through the course once before high fiving their team on the other side.

## Ozzy says:

Always make sure there is enough room between lanes and objects within each lane for safety!



## Obstacle Race!



## Equipment

- Hurdles
- Skipping ropes
- Spots/cones
- Egg/spoon
- Balls
- Hoops

## Changes/Challenges

- Take equipment away or add more in!
- Change the size of the teams or the amount of times they have to complete the course before sitting down!
- Set a time target to beat!
- Time the teams, then try and beat their previous scores!

## Safety

Ensure you over space your course, so children don't bump in to each other or hit someone with a skipping rope for example.



## How to play?

One person (The dragon) sits with their back to the rest of the group with their treasure (bibs, bean bags, balls) scattered around them.

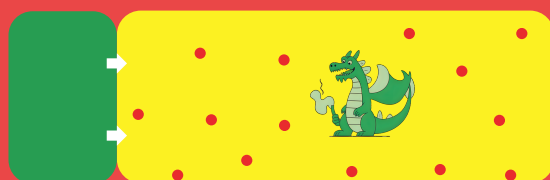
There are pirates who have found the dragons cave, and are stood behind the golden sand.

The pirates have to sneak up behind the dragon whilst they are asleep to try and steal the treasure without the dragon seeing them.

As soon as they are past the golden line of sand they can be seen.

If the dragon wakes, the pirates must freeze still so they aren't seen. If they are seen, they go back to their ship and start again.

The team/person with the most treasure, wins!



Cave

Golden sand

## Ozzy says:

Dodge others in the group when you're running back!



## Dragon Treasure



## Equipment

- Bean bags
- Bibs
- Balls
- Any object to pick up as treasure!

## Changes/Challenges

- Change the way the pirates move.
- Move treasure closer
- Spread out treasure



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# Balance Games





## How to play?

Set up a playing area with 3 zones to it. one big playing area in the middle known as the "lake" and then two smaller zones either side known as the "Island" and the "City"

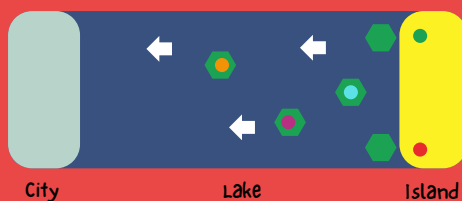
In teams of 2-4, you will stand behind your designated hoop (Colour coordinated).

The aim of the game is to get from the "Island" to the "City" using just the hoops, which are known as lily pads.

You and your team have to work together to jump from one lily pad to the next with out falling in to the lake! if you do, you have to take your lily pads back to the island and start again!

\*Allow children to think of their own tactics\*

The first team with all their players across to the City,  
WINS!



## Lily Pad Game



## Equipment

Hoops  
Spots  
Cones  
\*Bean bags

## Changes/Challenges

Supply a bigger hoop or a small spot instead

- Add in beanbags that children have to collect along the way. Place them all around the lake
- Provide different movements children could do (jump, hop, helping hand)

## Ozzy says:

use your imagination, children love it!

"Lets be Frogs!"



## How to play?

Pupils are to jump from a stationary position from behind the jumping line. They should jump from two feet and land with two feet. The aim is to jump as far as possible in order to score the most points.

Each child will have a coloured cone for their team/self and they will then jump with this cone in hand, and where ever they land they will then put this cone down so it is easy to visualise how far they jumped.

The person who jumps the furthest, WINS!

Waiting  
zone



Jumping Zone



## Equipment

- Cones/Spots
- balls?

## Changes/Challenges

- You could add in levels, so children can try and reach certain levels. So level 1, level 2, level 3, level 4. This would be created by putting cones at the side of the jumping zone, or placing spots inside the jumping zone as a target!
- Supply a ball to jump with
- Change the style of Jump

## Ozzy says:

Use your imagination, children love it!

"Let's be Frogs!"





## How to play?

Similar to Sharky Sharky, set up a playing area with a safe zone either side of the playing area.

This time, a "Gruffalo" will start as the tagger in the middle.

They then say "You can cross my golden river if you have...." and then say a phrase like "red shoes on". Then all the people who have red shoes on can freely run past the Gruffalo without the worry of getting tagged. However, the people who do not have red shoes, have to try and run to the other side of the river without getting tagged. If they are tagged, they are then on.

The last person left, WINS!



## Golden River



## Equipment

- Cones
- \*Can play without cones if you have lines on a playground/hall

## Changes/Challenges

- Allow different people to have a go at giving the command
- Coach shouts out a command
- Add a ball in to dribble across
- Change the size of space
- Allow Gruffalo to say 2 commands!
- Time how long it takes to think of a command!

## Ozzy says:

Make sure we take turns,  
teamwork makes the  
dream work!



## How to play?

Make 4 lanes (could be more or less) with 1 team at the end of each lane.

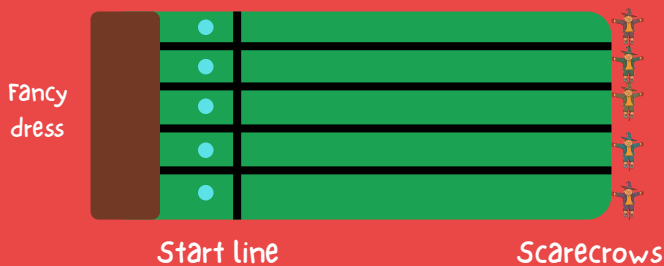
1 of the team go and stand on the spot opposite to them so they are facing the rest of their team in that lane. They are now the scarecrow!

The aim of the game is for each team to run and collect some equipment from the fancy dress box and then go and balance this equipment on their scarecrow!

When the coach calls time, the team with the most equipment balanced on them, WINS!

Each time the round ends, swap the scarecrow so everyone gets a go!

If the equipment falls off, it doesn't count!



## Fancy Scarecrow!



## Equipment

- Cones/Spots
- Bibs
- Balls
- Anything you can balance on a child!

## Changes/Challenges

- Ask the scarecrow to show us a balance! 1 leg, press up position, dish. -
- best balance gets bonus points!
- Change the way that people can move too and from the scarecrow!

## Safety

- Ensure children's faces aren't covered
- Ensure children aren't overloaded or carrying too much

## Ozzy says:

You could adapt this session at Christmas time so it is a snowman, rather than a scarecrow!





## How to play?

Set up Shrek's house and "Far Far Away" at two sides of the playing area. maybe around 20m?  
Depends on the age and size of space.

There is one child who acts as Shrek, they stand with their back to the rest of the "fairytale creatures".

The fairytale creatures have to try and sneak up on Shrek when they have their back turned.  
When Shrek turns around, the fairytale creatures have to freeze so they aren't seen!

If Shrek sees someone move, they shout "GET OUT OF MY SWAMP!", if Shrek doesn't and the fairytale creature manages to TAG Shrek, the swamp is now theirs and they swap roles and the game starts again!



Far Far Away

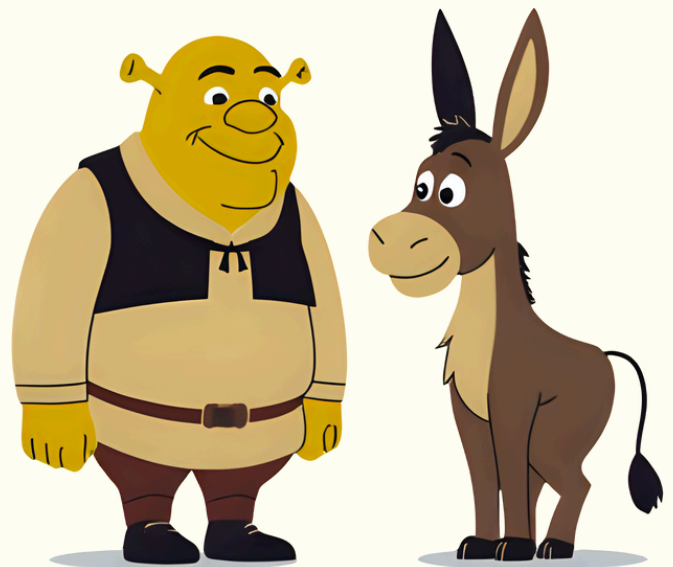
Swamp

## Ozzy says:

Why not let the children pick which fairytale creature they'd like to be? Pinocchio, Little red riding hood?



## Get out my Swamp!



## Equipment

- 2 Cones.
- \*Could play without cones, just use lines on a playground

## Changes/Challenges

- Add a ball in.
- Add a rule where Shrek has to not look for at least 3 seconds, or a time of your choice.
- Add "Fiona" or "Donkey", so that there are now two people to sneak up on!





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# Action reaction!





## How to play?

Mark a playing area out as the race track! Children then move around the area in different ways, driving their cars.

using 3 cones (Green, Yellow/Orange, Red), the coach then raises a cone in the air (starts off by shouting as well) and the children are then expected to go on green, slow down on yellow, and stop on red.

Additional commands:

Traffic Jam - Whole group in a straight line

Speed Bump - Jump around

Reverse - Slowly walk backwards!

Roundabout - Run around the whole area in a big circle

Pedestrian crossing - Whole group has to lie down length ways

Blue Light - Symbolise police, children run as fast as they can saying "nee nar, nee nar!!"



## Driving School:



## Equipment

- Cones

## Changes/Challenges

- Raise the cone with out talking. So children have to keep their head up.
- Add more commands in to promote team work
- Pair people up
- Say actions faster
- Beat the coach! Get involved!
- Could you act in equipment to act as road closures/puddles/pot holes.

## Safety

- Be careful of children bumping in to each other.
- Know when to slow the game down!

## Ozzy says:

Always make sure we are safe when driving any vehicle!





## How to play?

Split the group in to four even teams (based on numbers) and Supply bibs to each team to show whos in what team.

Place different coloured cones around the playing area.

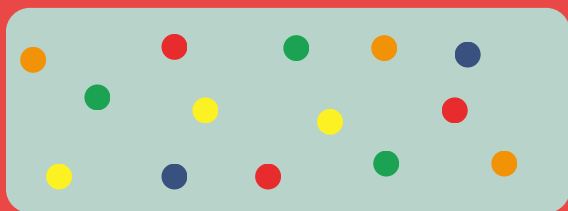
Label each coloured cone a food group (Protein, Carbohydrates, Fats, dairy and fruit&veg)

Players then move around the area doing different fundamental movement skills.

When a coach shouts a food, so "banana" for example, the players have to then react and run to the food group they think it belongs to.

Players are then responsible for keeping track of their own score. After 2 minutes of playing, the groups go back to their kitchen (Hoop) and add up their scores.

The highest score wins, and then go again in rounds.



## Ozzy says:

You could then turn this in to a treasure island type of game, but base it on food groups!



## Food Group Frenzy!



## Equipment

- Cones/Spots (5 colours)
- Bibs

## Changes/Challenges

- Make the area smaller/larger
- add/take away cones
- Add in a forfeit for the slowest team!
- Add a ball in

## How to play?

Set up a box with each side of the box having a different colour of cones to visualise the different areas of the ship.

Start the children on one side of the pirate ship.

Players are sweeping the floor to start with as the ship is dirty. When the coach shouts a side of the ship, the pirates have to run as fast as they can to that area of the ship (past the coloured line). The first person gets 5 points, 2<sup>nd</sup> gets 3 and 3<sup>rd</sup> gets 1 point.

The last person to get to the line will be out and can then call out commands/help judge.

### tasks in the middle

Captains coming - Stop and Salute

Shark attack - lie on belly, 2 hands together above head making the sharks fin

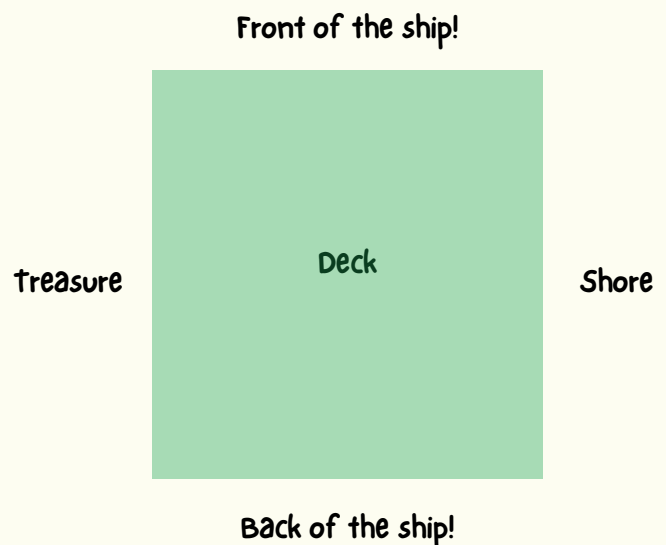
Read bug - lie on back, both arms and legs are raised pointing to the ceiling

Life boat - In 3's, 2 sit in straddle, feet touching making the boat, 1 sit in the middle ready to row the boat

Man over board! - In 2's, give someone a piggyback!

Scrub the deck - On hands and knees, ready to scrub the floor!

## Aboard Ship!



## Equipment

- Cones

## Changes/Challenges

- Change movements
- Pair people up
- Add a ball in

## Safety

- Be careful with moves like piggybags! Age and size appropriate!
- Make sure there is a big enough space for children to actually move and turn!

## Ozzy says:

Why not ask  
children to make a  
command  
themselves!





## How to play?

The coach shows out commands for the players to touch that specific body part or to complete a particular movement.

For example;

"Simon Says touch your shoulders"

"Simon says do 5 star jumps"

"Simon Says, find a friend!"

"Simon says, touch your toes!"

Players would then do each of these commands.

However, if the coach does not say "simon says" before a command, and the player then completes the command, they are out. (sit down)

"Touch your shoulders"

"do 5 star jumps"

"find a friend"

"touch your toes"

Last person standing, wins!

## Simon Says!



## Equipment

NO EQUIPMENT!

## Changes/Challenges

- Allow children to say commands
- Base the game of speed. So the fastest person to do the command wins that round. Or the slowest person, they are out!

## Ozzy says:

Make sure your  
listening!



## How to play?

Ask the children to find a friend. They are then to stand opposite each other against a cone.

One side has blue cones and the other has red. If you are stood on the blue side of the cone, then you are a dog. If you are on the red side, you are known as a cat.

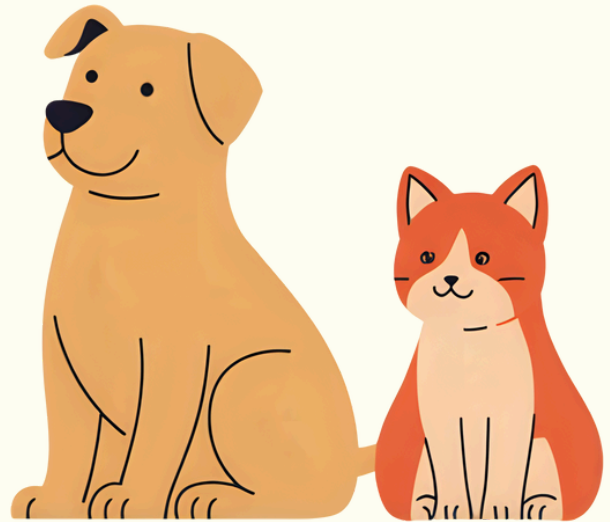
The aim of the game is to listen and react as fast as you can.

The coach will shout either "cats!" or "dogs". Which ever one the coach shouts, that player then has to run to the designated cone BEFORE their partner runs to tag them. If they don't get tagged, they get a point, if the tagger tags them, the tagger gets a point.

The coach will also say different animals to try and trick the players, this way it keeps the players on their toes, and alert.



## Cats & Dogs



## Equipment

- Cones
- Bibs
- +balls?

## Changes/Challenges

- Change the position in which the players start in. May be back to back, may be leaning against each other, may be sat down, may be in a press up position.
- Let the players take charge of commands.
- Change the length of the running distance
- Add a ball in
- Add bibs in to act as tags

### Ozzy says:

Make sure you're on your toes!

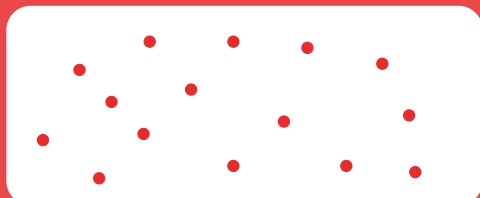


## How to play?

Children find a friend and stand opposition each other on a cone, so that the cone is between them.

The coach will then shout out a series of commands. This could be touching any body part. So heads, shoulders, knees... and when the coach shouts CONE! It is the first person to pick up the cone out of the pairs. You would then keep track of your own score.

Person with most points wins the game! If there is several with same score, do a finale!



## Head, shoulders, knees and CONE!



## Equipment

- Cones

## Changes/Challenges

- Emphasize phrases, so it sounds like you're saying cone to test children's learning.
- Change starting positions
- Change partners, promotion and relaxation

## Safety

### Ozzy says:

Be careful, you may bump heads!

