

Left Right Up Down

PLAY

It is an engaging and high-energy game combining quick decision-making and physical movement. Players face off to guess and match directions, adding a fun and competitive element to any session.



Learning Intentions

Enhance Physical Fitness and Coordination:

Students will improve their physical coordination and agility by participating in quick, high-energy movements and performing exercises based on the game's outcomes.

Promote Quick Decision-Making:

Students will develop their decision-making skills by reacting swiftly to directional cues, enhancing their ability to think on their feet in a fun and competitive environment.

Foster Social Interaction and Teamwork:

Students will engage in collaborative play, encouraging friendly competition, interaction, and mutual support during the physical challenges.



Success Criteria

Active Engagement in the Game:

Students successfully participate in the direction challenge, reacting quickly to their partner's movements and demonstrating physical agility.

Completion of Physical Exercises:

Students complete the required exercises (e.g., squats, push-ups) based on the game's results, showing enthusiasm and commitment to the physical activity component.

Positive Social Interaction and Sportsmanship:

Students work well with their partners, demonstrating good sportsmanship and positive interaction by encouraging one another throughout the game, regardless of winning or losing.





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Objective:

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Players:

Played in pairs, making it suitable for small or large groups by having multiple pairs participate simultaneously.

Materials:

No materials are required for Option One. For Option Two, a clear space for running is needed.

Setup:

Participants pair up for the game. For Option Two, each pair starts 10 metres apart.

Option One

Gameplay:

- **Direction Challenge:** Players count down “three, two, one.” On “one,” one player points either left, right, up, or down while their opponent simultaneously moves their head in one of these four directions.
- **Winning a Turn:** The pointer wins if the pointing direction matches the head movement. If not, roles swap, and they play again.
- **Exercise Reps:** The winner performs five reps of a chosen exercise while the defeated player does ten reps.





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Option Two

Gameplay:

- **Start Apart:** Players begin 10 metres apart and run to meet in the middle.
- **Play the Game:** After counting down and performing the direction challenge, players run back to the starting point and repeat if there's no winner.
- **Exercise Challenge:** When there is a winner, they perform ten reps of an exercise, while the loser does twenty reps.

Winning the Game:

No specific winning criteria, as the focus is on participation, fun, and physical activity.

Variations for Different Settings:

- **Children's Edition:** Simplify the movements or incorporate fun elements like animal actions or sounds.
- **Fitness Edition:** Intensify the exercise portion with more challenging movements.
- **Team-Building Edition:** Encourage teams to strategise and communicate to improve their coordination.

Additional Notes:

- The game is designed to be a dynamic and fun way to start any session, promoting interaction and physical activity.
- It's versatile and can be adapted to participants' fitness levels and ages.
- "Left, Right, Up, or Down" is not just a game but a shared experience that encourages laughter, energy, and connection.

