

# Lumps

Grade Three & Four

PLAY

Lumps is a fun and active classroom game that helps students develop quick thinking, teamwork, and collaboration skills. It encourages students to move in different ways and work together to form groups, promoting both physical activity and social interaction.



## Learning Intentions

### **Develop Teamwork and Collaboration:**

Students will work together to quickly form groups, promoting cooperation and communication.

### **Encourage Physical Activity:**

Students will engage in physical movement by running, hopping, or skipping, helping to energise them for the next activity.

### **Enhance Quick Thinking and Agility:**

Students will practice listening skills and thinking quickly as they respond to the teacher's instructions and form groups under time pressure.



## Success Criteria

### **Active Participation in Movement:**

Students will engage enthusiastically in the movement component of the game, running, hopping, or skipping with energy.

### **Efficient Group Formation:**

Students will form groups of the correct number when called, demonstrating quick thinking and coordination.

### **Collaboration and Teamwork:**

Students will effectively communicate and collaborate to form their groups, demonstrating positive social interaction and support for each other.



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## Objective:

Lumps is a fun and active classroom game that helps students develop quick thinking, teamwork, and collaboration skills. It encourages students to move in different ways and work together to form groups, promoting both physical activity and social interaction.

## Players:

- Suitable for any number of students, ideally 10 or more.
- Can be played individually or in teams.

## Materials:

- No materials required.

## Setup:

1. The classroom space should be cleared enough for students to move freely around.
2. The teacher will give the instructions for students to move in different ways, such as running, hopping, skipping, or any other movements.

## Gameplay:

1. **Movement Phase:** The teacher asks students to move around the room in a specific way (jump, hop, skip, etc.) as they please.
2. **Group Formation:** At the teacher's command, a number is called out (e.g., "five"), and students must immediately form groups of that number. They must find other students to make the correct group size.
3. **Excess Students:** If there are students who have not formed part of a lump they must complete a challenge. This can be things such as 5 star jumps, 5 squats, count backwards from 20, tell the class a funny joke or anything creative you can come up with.
4. **Elimination (Optional):** If you want to add an elimination element to the game (which we don't like), students who take too long to form the exact group size or fail to do so are out of the game. The game continues with fewer students until only one group remains.
5. **Repeat:** The teacher calls out new numbers, and students repeat the process, moving and forming groups.
6. **Ending the Game:** The game can either end when one student or group remains (if elimination is used) or after a set amount of time, with the class reflecting on how they worked together.



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## Winning the Game:

- **Non-Elimination Version:** The game continues until the teacher decides it's time to stop. All students who were able to form a group are successful.
- **Elimination Version:** The last student or group remaining wins the game.

## Variations for Different Settings:

- **Team Building Edition:** In larger groups, use the game to form teams for upcoming activities. It encourages students to interact and meet new people.
- **Fitness Edition:** Add more challenging movements, such as bear crawls or jumping jacks, to make the game more physically demanding.

## Additional Notes:

Lumps is a great connection starter and team-building activity. It encourages movement and helps students get to know each other while promoting healthy competition. The game is simple, adaptable, and can be used as a fun warm-up or an energising activity during any lesson. It helps students learn to quickly adapt to changing situations and practice their teamwork skills in a fun, dynamic environment.

