

# Jump Spin Fun

# PLAY

To create a fun, energetic activity that combines jumping, spinning, and simple counting, encouraging both physical activity and social interaction.



## Learning Intentions

### Promote Basic Counting and Number Recognition:

Students will practice counting and recognising numbers by showing and identifying the number of fingers in the game.

### Encourage Physical Movement and Coordination:

Students will engage in fun, active movements like jumping and spinning, helping develop their coordination and balance in a playful setting.

### Build Positive Social Skills:

Students will practice taking turns, showing kindness, and cheering for their friends, building a sense of teamwork and good sportsmanship.



## Success Criteria

### Participation in Fun Physical Movement:

Students actively engage in the jumping and spinning parts of the game, contributing to a fun and energetic atmosphere.

### Counting Fingers Correctly:

Students will show the correct number of fingers when they land, practising basic counting and number recognition.

### Positive Engagement and Cooperation:

Students cheer for their friends and participate with enthusiasm, showing good sportsmanship and cooperation.



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## Objective:

To create a fun, energetic activity that combines jumping, spinning, and simple counting, encouraging both physical activity and social interaction.

## Players:

Played in pairs. Multiple pairs can play at the same time.

## Materials:

- None (just space for jumping and spinning).

## Setup:

- Pairs of students stand back-to-back, ready for the jump and spin sequence.

## Gameplay:

### 1. Jump and Spin:

- Students count down from three: "Three, two, one!"
- On "one," both students jump and spin around in a full circle, saying "jump" as they jump and "spin" as they spin.

### 2. Number Showdown:

- After spinning and landing, each student holds up between one and five fingers with one hand.
- They shout "shot!" together as they show their fingers.

### 3. Counting and Scoring:

- The students now count the total number of fingers shown (for example, if one student shows three fingers and the other shows two, the total is five).
- Both students check their count. The one who says the correct total first wins a point for the round.

### 4. Game Duration:

- Play for a set amount of time (e.g., 5-10 minutes) or until a certain number of rounds have been completed.

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## Options for Play:

### 1. Points System:

- The first student to correctly count the total fingers earns one point.
- After a set time, the student with the most points wins!

### 2. Movement Challenge:

- The winner of each round gets to do a fun movement, like a little dance, while the other student skips around the room for a short distance (e.g., 5-10 steps).

## Winning the Game:

- The student with the most points at the end of the game time is the winner.

## Variations for Different Settings:

### Children's Edition:

- Instead of multiplying, just count the fingers to keep it simpler. Students can also do fun actions (like clapping or stomping) with each jump.

### Movement Edition:

- For more physical activity, after each round, the winner can perform a fun action like jumping jacks, hopping, or stretching.

### Teamwork Edition:

- Pair students up and have them help each other by showing their fingers at the same time, working together to figure out the total number of fingers shown.

## Additional Notes:

This game keeps students moving and engaged, encouraging both physical activity and learning through simple counting. It's a lively, fun way to get kids interacting, learning to count, and practising cooperation with their peers.

