

Fruit Fun Mover

PLAY

To encourage fast thinking, movement, and teamwork while promoting fun and physical activity through a seat-switching game.



Learning Intentions

I can follow instructions quickly and react to changes in the game:

This encourages students to listen and react quickly to verbal cues, promoting focus and quick thinking.

I can interact with others in a fun, physical game that encourages movement:

This promotes physical activity and social interaction in a lighthearted, energetic setting.

I can collaborate with my peers to stay active and engaged:

This helps students develop teamwork and communication as they work with their classmates to quickly change seats.



Success Criteria

Listening and Responding Quickly:

Students can listen carefully and respond quickly when called to change seats, ensuring they are actively engaged and ready to respond to the instructions.

Collaborating in a Fun, Fast-Paced Game:

Students can work together with their classmates in a fun, fast-paced game, encouraging collaboration and promoting teamwork in a group activity.

Remembering and Identifying Fruit Assignments:

Students can remember which fruit they are assigned to and identify when to change seats, reinforcing memory and quick thinking in a group setting.



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Objective: To encourage fast thinking, movement, and teamwork while promoting fun and physical activity through a seat-switching game.

Players: Ideal for a group of 6-20 students.

Materials: Chairs (one less than the number of players)

Time Required: 5-10 minutes

Setup: Arrange the students in a circle with one seat for each player. Choose one student to stand in the middle of the circle. Assign each student the name of a fruit, make sure each fruit name is assigned to more than one player, if you have a class of 20 students, use 10 fruit names and have 2 students being the same fruit name, this will generate more engagement for your students as there is more movement involved each turn.

Gameplay:

1. **Start the Game:** Begin by having the student in the middle call out the names of two fruits. The two students who have those fruit names must quickly stand up and change seats.
2. **Middle Person's Goal:** While the two students are moving, the person in the middle also tries to sit in one of the available seats. The student left standing becomes the new person in the middle.
3. **Change the Game:** The person in the middle can also call out "fruit basket turnover," in which case everyone must stand up and quickly find a new seat.
4. **Continue the Game:** The game continues with the new person in the middle calling out two fruit names. As the game progresses, you can increase the speed and challenge by calling out fruit names more quickly.
5. **Variation:** Instead of using fruit names you could use animals instead. When the students animal is called they need to move through the circle to another seat and move in the same way their animal moves. Eg., A bird will flap it's wings, have students flap their arms as they find a new seat or an elephant will sway its trunk as it walks, have students mimic this by waving their arm in front of their heads swaying like the trunk of an elephant.

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Reflection Prompt:

- How did you remember which fruit you were assigned?
- How did you feel when you had to quickly change seats?
- How did you work with your classmates to find a seat when “fruit basket turnover” was called?

Winning the Game: There is no winner in this activity. The goal is to have fun, move quickly, and engage in friendly competition while staying active.

Additional Notes: Fruit Fun Mover is a lively, interactive game that helps students stay active while promoting quick thinking and cooperation. It's a great way to get the group moving and laughing, making it an ideal icebreaker or energizer for students of all ages.