

Week Thirty Four

Week Thirty Four celebrates the joyful life skill of play. Inspired by the energy and curiosity of Mars, students are invited to move, imagine, create, and connect through playful activities that stretch the body, engage the mind, and build social bonds. *Space Explorer Obstacle Course* promotes physical challenges and imagination, *Draw Your Imagination* allows creativity to roam free, *Planet Bop* energises the body while building focus and fun, and *Play Pal Pass* strengthens relationships through gratitude and shared enjoyment. Together, these activities help students understand that play is powerful, playful moments matter, and fun is essential for growth and connection.

Learning Intentions

Imagination & Creative Expression

- *Space Explorer Obstacle Course* encourages students to use movement and role-play to bring imaginative stories to life.
- *Draw Your Imagination* supports creativity and decision-making with open-ended art.

Physical Energy & Joyful Movement

- *Planet Bop* blends listening, memory, and movement in an energetic game inspired by the planets.

Connection & Gratitude in Play

- *Play Pal Pass* helps students reflect on what they enjoy in others and express appreciation through kind words and social interaction.

Success Criteria

Space Explorer Obstacle Course ensures students can:

- Move safely and energetically through the course.
- Use their imagination to become astronauts on Mars.
- Take turns kindly and cheer on their classmates.

Draw Your Imagination helps students to:

- Create something unique from their own imagination.
- Use shapes, colours, and symbols to tell a visual story.
- Share their artwork with pride and explain their ideas.

Planet Bop ensures students can:

- Remember and perform different actions for each planet.
- Listen and follow instructions carefully.
- Laugh, move, and enjoy being active with others.

Play Pal Pass helps students to:

- Identify and pair up with a classmate.
- Share kind thoughts about playing together.
- Listen attentively when others share with them.

Activity 1: Space Explorer Obstacle Course

Duration: 15–20 minutes

Objective:

To help students explore creative movement and imagination by becoming astronauts travelling across Mars, facing fun physical challenges while playing together.

Gameplay:

- Set up a Mars-themed obstacle course with tunnels, craters (hoops), rocks (cones), and other imaginative elements.
- Read the Mars page from *The Playful Astronauts* book and talk about how Mars is full of adventure.
- Students go through the course in small groups or rotations, imagining they're astronauts on a mission.
- Use playful prompts like:
 - “Jump over lava cracks!”
 - “Crawl through Mars caves!”
 - “Spin past a space tornado!”
 - “Collect a moon rock!”

Reflection Prompt:

- What was your favourite part of exploring Mars?
- How did your imagination help make the game more fun?

Activity 2: Draw Your Imagination

Duration: 15–20 minutes

Objective:

To give students full creative freedom to express their thoughts, ideas, and dreams through drawing, painting, or crafting something completely from their imagination.

Gameplay:

- Students are invited to create a drawing or painting of anything that lives in their imagination.
- No rules, just a blank page and a world of ideas!
- Possible inspirations include:
 - A magical Mars creature
 - A flying machine or rocket
 - A silly space world
 - A joyful memory or an invented story
- Students can share their work with the class or in small groups.

Reflection Prompt:

- What did you enjoy most about your drawing?
- Where did your idea come from?
- How does it feel to create without rules?

Activity 3: Planet Bop

Duration: 10–15 minutes

Objective:

To combine fun, movement, and listening in a fast-paced physical game where each planet triggers a different action, helping students engage physically while learning to focus.

Gameplay:

- Teach students a different movement for each planet (e.g. Mars = jump, Earth = slow spin, Saturn = arm circles).
- Start music and let students move freely.
- When the teacher calls out a planet name, everyone must do the matching action.
- Occasionally stop the music and freeze like a space statue!
- Students can take turns being the caller or “Mission Commander.”

Reflection Prompt:

- What was your favourite planet to bop to?
- How did it feel to play with your body and brain at the same time?

Activity 4: Play Pal Pass

Duration: 10–15 minutes

Objective:

To build friendship and gratitude by helping students reflect on the joy of playing with others and practise sharing kind compliments during play.

Gameplay:

- Students pair up and take turns saying something they enjoy about playing with each other.
- Use sentence starters like:
 - “I like playing games with you because...”
 - “You’re fun when we...”
- After sharing, students rotate and find new partners, repeating the process.
- If needed, students can draw their compliments instead of saying them aloud.

Reflection Prompt:

- How did it feel when someone said something kind about playing with you?
- Why is it important to say thank you during playtime?

Conclusion:

Week Thirty Four is a vibrant celebration of the life skill of play. With bold movement, imaginative art, shared joy, and expressions of gratitude, students experience the richness and importance of playful learning. Just as Mars teaches the Playful Astronauts to embrace energy, curiosity, and creative fun, this week reminds students that play builds confidence, connection, and happiness. Through movement, laughter, and imaginative exploration, students are reminded that play is more than fun; it's foundational to who we are.