

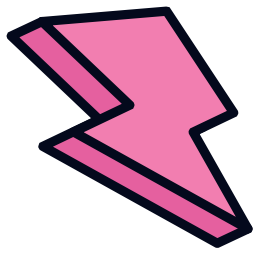
# Movement

# Money





# Movement Money



Movement Money provides many possibilities to engage your students physically and creatively. The game is designed around students working in small teams, completing as many fitness exercises they can in a set timeframe. Each time they complete a set number they are rewarded with 'movement money'. The harder they work in a 5 or 10-minute movement time frame, the more money they accumulate before the 'auction' starts.

We recommend working in teams of 4 to 5 players, any more than 5 becomes overcrowded. Each team has a movement money check list. Upon completion of set reps; students mark off the exercise and continue with the next movement. At the end of the set time you reward the teams with allotted money value. For example, if a team completes 100 star jumps together they receive \$10. Listed below is the dollar value of each fitness exercise.

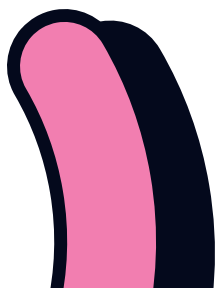
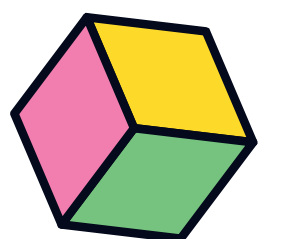
## Movement Money checklist:

Exercise	Money value	Money earned by team
100 Star jumps	\$10	
100 Squats	\$10	
100 Sit ups	\$15	
100 Push ups	\$15	
100 Lunges	\$100	
100 High knees on the spot	\$5	
50 Burpees	\$10	
30 second plank hold from each player	\$5	
30 second wall sit hold from each player	\$10	
200 Kangaroo jumps	\$15	
200 Chair squats	\$15	
200 Squat thrusters	\$20	
	Total	

# MOVEMENT MONEY

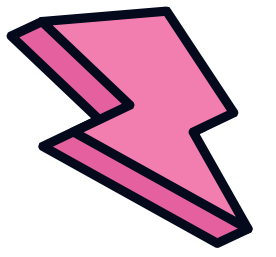
**TEAM NAME**

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100 Star jumps	\$10	
100 Squats	\$10	
100 Sit ups	\$15	
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100 Lunges	\$100	
100 High knees on the spot	\$5	
50 Burpees	\$10	
30 second plank hold from each player	\$5	
30 second wall sit hold from each player	\$10	
200 Kangaroo jumps	\$15	
200 Chair squats	\$15	
200 Squat thrusters	\$20	
	Total	





# Movement Money



Once each group has received their allocated movement money, the 'Auction' begins. This is when you, 'the auctioneer', auctions sports equipment or items related to the topic you are teaching.

The aim is for each group to bid on their preferred equipment or items. These items will form the basis of their new game or story. The fun part is the 'auction' where students will get to bid on preferred items, creating a real live auction atmosphere.

Below are two different examples that we have used before. Once you have used these examples or seen how the basic concept works, you can create your own auction relating to any classroom topic.

## **Sports or outside game**

Using sports equipment is the easiest way to kick things off. Gather some equipment such as balls, cones, bats etc and have students form a circle around the equipment. Knowing their allotted money they can decide how much they're willing to spend.

When all items have been auctioned, allow approximately 30 minutes for students to work in a group to create their unique game or story using the equipment purchased. Students can present the game/story in a written form or as a demonstration.

## **Numeracy lesson idea**

For this game students complete the same movement money check list, instead of a sporting theme, random items can be chosen from within the classroom for auction. For example, you could use dice, deck of cards, UNO cards, board games, rulers, calculators or counting blocks.

Once the auction is complete, students can create a numeracy activity which requires them to learn and move at the same time. For instance, their topic could be based around subtraction or multiplication, or a topic you are currently teaching. They then need to create a game or lesson idea with their chosen items. Students could present their numeracy game as a short lesson starter each day.

The main aim of this game is to get students actively thinking and moving. The auction teaches skills in budgeting, numeracy and working as a team.

We would love to hear any different variations you've trialled in the classroom using the same concept, so simply tell us via email at [team@learningwith.games](mailto:team@learningwith.games)





