

A MATHS 'N' MOVEMENT ACTIVITY

Use the enlarged "can do" and "can't do" cards below and let the children sort these into things which hippos "can do" and those which are "can't do".

YOU WILL NEED

The cards below enlarged and printed onto cardboard.

ACTIVITY

- 1 Place the red and blue 'can do' and 'can't do' cards either on the ground or stuck to a wall at least 5 metres apart.
- 2 As students are shown the cards they must choose whether this is something that hippos can and can't do.
- 3 Students must then demonstrate their response by using the given fundamental movement skills such as hopping, skipping or jumping to their chosen card - 'can do' and 'can't do'.

Begins to sort attributes of natural objects.



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SWIM



FIGHT



DRAW



RUN



SING



DRIVE

CAN DO

CAN'T DO