

A MATHS 'N' MOVEMENT ACTIVITY

The river has many animals along the banks and lots of fish swimming in it. Use the instructions below and templates provided to create a river fishing game for students where no animals will be harmed but lots of fun will be had.

EQUIPMENT REQUIRED

- 5 soft safety darts or counters per team.
- A Fishing Recording Sheet & pencil per team.
- Fish & a hoop per team.

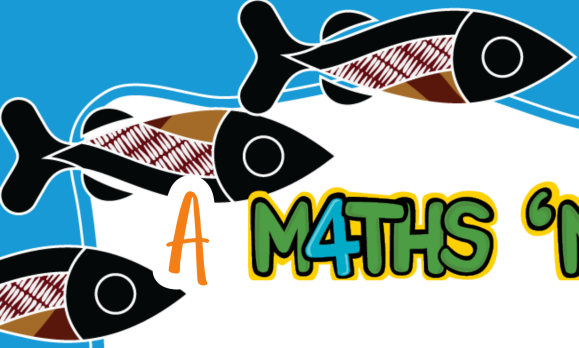
ACTIVITY

- 1 In teams of 5, students stand with their team's Fishing Recording Sheet around the outside of their team's fishing hole (hula hoop) with various fish printed onto photographic paper inside the hoop.
- 2 Student take it in turn to throw their dart at a sea animals. Once all students have thrown their dart any student who "caught" an animal can collect it from the hoop.
- 3 Students collect and re-throw their darts until all animals have been "caught".
- 4 Students can use either the Addition Fishing Recording Sheet to add up their total score or the Subtraction Fishing Recording Sheet to subtract their score from 300.

Note: Inexpensive safety darts that stick to photographic paper are made by Boom Co but if you do not have these counters can be used instead. This will change the movement from a javelin style throw to an underarm toss. The numbers on the fish can be adjusted to meet the mathematical ability of your students.

Practises fundamental movement skills in a variety of situations.





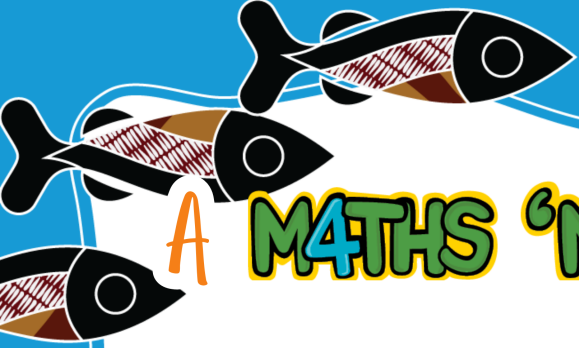
A MATHS 'N' MOVEMENT ACTIVITY

Round 1	Student 1	Student 2	Student 3	Student 4	Student 5
Fish Caught	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
Score:	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Winning Student:					

Round 2	Student 1	Student 2	Student 3	Student 4	Student 5
Fish Caught	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
Score:	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Winning Student:					

Practises fundamental movement skills in a variety of situations.





A MATHS 'N' MOVEMENT ACTIVITY

ROUND 1 - FIRST TO ZERO WINS

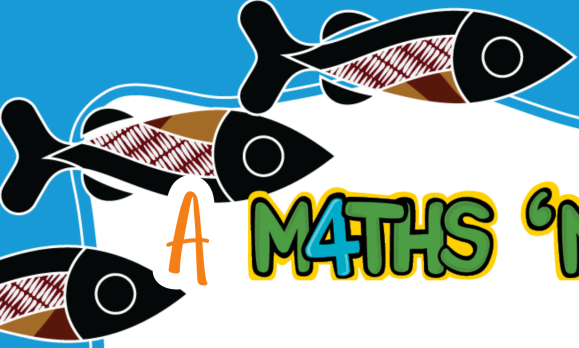
Student 1 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 2 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 3 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 4 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 5 _____	300 - _____ = _____ - _____ = _____ - _____ = _____

ROUND 2 - FIRST TO ZERO WINS

Student 1 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 2 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 3 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 4 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 5 _____	300 - _____ = _____ - _____ = _____ - _____ = _____

Practises fundamental movement skills in a variety of situations.





A MATHS 'N' MOVEMENT ACTIVITY

FISHING ANIMALS TO CUT OUT



Practises fundamental movement skills in a variety of situations.

