



Creative expression

Students create a floor game.

The rules of the game

1. The teacher gives each team three strips of paper.
2. Each team comes up with three questions concerning the sport chosen for their poster and writes them down on the strips of paper.
3. The teacher collects the questions in a box.
4. Using chalk, the students draw a game resembling a traditional board game on the floor. The first square is "start" and the last square is "finish". The students draw a question mark on 12 squares of their choice.
5. The teacher prepares a dice. You can use the template provided in the tab.



game_TRANS

Students play a floor game.

The rules of the game

1. The teams throw the dice in turn. The team that throws the highest number on the dice starts the game.
2. The "pieces" skip subsequent squares according to the numbers on the dice.
3. If a "piece" stops on a square with a question mark, one of the team members draws a question from the box. The team answers the question. When the answer is correct, the "piece" moves two squares forward and when it is wrong, the "piece" moves two squares back.
4. The first team to reach the "finish" square wins the game..

The game triggers positive emotions – joy and willingness to be proactive. The students consolidate their knowledge of a given topic in a pleasant and active way. They can play the game many times, increasing their chance of memorizing the material effectively.

Using the floor as a place to play the game will make the classroom a friendlier place – one that your students will associate not only with the duty to learn, but also with the pleasure of playing.



Writing

Teams of students prepare posters about selected sports.

Make the posters

Each team will need the following items:

- one sheet of paper (A2 or A3);
- writing instruments of different colors;
- sources of information: a handbook, books, newspapers, photos and the Internet.

1. Arrange the tables into islands (workstations), so that 3–6 people can work at each one.

If there are fewer than 18 students in the classroom, you should reduce the number of teams accordingly.

2. Each team writes down as much information as possible about the chosen sport, according to the following plan:

- name of the sport,
- facility and equipment,
- skills,
- advantages,
- safety rules.

Note: You will help your students structure their information well if you write down the above plan on the chalkboard.

The team members use their own knowledge and search for information in the available sources.

The information should be written down in such a way as to create an easily understandable educational chart. Drawings and pictures are welcome (younger children, who are not yet proficient in reading and writing, may confine themselves to using drawings and pictures).

This task takes 15 minutes.



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Sporty warm-up exercises at the beginning of the lesson.

Principles of the sports game

1. All students stand in place.
2. The teacher starts the game by throwing the ball at one of the students and, at the same time, loudly speaking the name of a sport; next, the teacher sits down on the chair.
3. The student who catches the ball speaks the name of another sport, throws the ball at the next student and then sits down.
4. The students may only throw the ball at standing peers.
5. Only the person who has the ball can speak.
6. The sports must not be repeated.
7. A student who is not able to name any sport can be prompted with a gesture, that is, the actual name cannot be TOLD to the student, but you can instead SHOW him or her (using gestures and facial expressions) a sport that has not yet been mentioned.
8. The game continues until all students in the classroom are seated again.