

MOTIVATE YOUR STUDENTS.

ENGAGE THEIR INTERESTS.

and most of all...

BE CREATIVE.

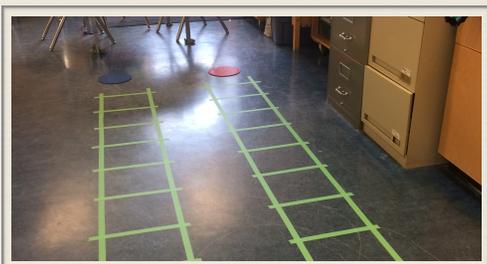
It's as easy as 1, 2, 3...

First, select your subject.

Second, choose your learning activity.

Third, incorporate physical
movement.

*Building relationships
through
play based learning.*



GORDON TERRACE ELEMENTARY SCHOOL



A huge and heartfelt thank you goes out to Kate Ruoss and the Grade One/Two Class for allowing me to come into your classroom as part of this Physical Health Education Project.

I thoroughly enjoyed the opportunity to learn alongside you.

Your willingness to explore movement in the classroom and to participate in the games every week was a memorable experience.

CANDACE IVANCO

Year Two

University of Victoria Education Student

EKTEP Program

MOVEMENT *IN THE* CLASSROOM



Physical Literacy in the classroom introduces students to a different style of learning.

This interactive and physical approach is a creative way that gives students the opportunity to explore math using the whole mind and body.



MATH GAMES IN THE CLASSROOM...

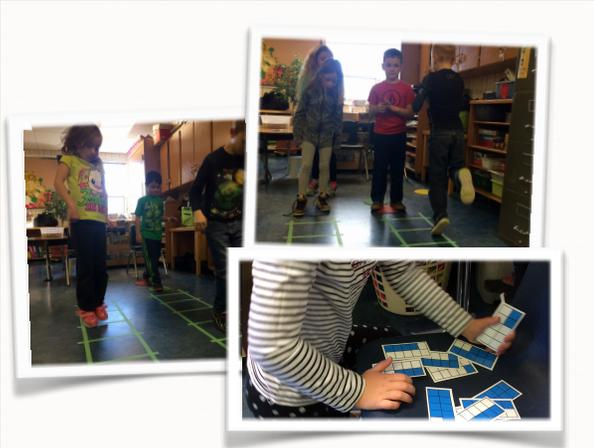
Physical Literacy and learning activities all together in one easy to access box:

This kit contains:

Green Tape
2 Gator Skin Balls

12 Splats
Four Foam Dice
Power Of Ten Cards

2 Movement Activity Dice
Uno Cards
Task Cards



Power of Ten Game in action with students in Mrs. Ruoss' Grade One/Two class.

How can I incorporate this into my classroom?

The agility ladder can be taped anywhere there is open space on the floor in your classroom. In math, students learn the basics by recognizing numbers as groups of ten, which is also reflected in the number of squares on the ladder. Using the resources and materials provided, the *Movement in the Classroom Kit* teaches students how to complete learning tasks by combining them with a physical movement. Teachers can modify or change Physical Literacy movements depending on the length of the activity and the ability of the students. *Movement in the Classroom* engages both the mind and the body to optimize learning through cognitive and psychomotor development. It's a must have for any

USING FOAM DICE:

The foam dice game can be used as an addition or a subtraction game. The purpose of the game is to have each student roll the die and either add or subtract the numbers together. The "sum" or "difference" is the number of space the student will jump or hop on the agility ladder. This activity could be extended for older students using multiplication.



4 Foam Dice

Understanding key concepts of addition and subtraction in numbers up to 12.
Terms: sum and difference and take away.

USING UNO CARDS:

The uno card game is used as a progression to the dice game. This game gradually increases the difficulty with slightly higher numbers to challenge the students when adding and subtracting numbers. The "sum" or the "difference" of the two cards drawn are represented by hopping or jumping on the agility ladder. This activity could also be extended to multiplication for older students.



One Deck of Uno Cards
(numbers only)

Understanding key concepts of addition and subtraction in numbers up to 18.
Terms used: sum, difference & take away.

POWER OF TEN:

The Power of Ten game is a pattern recognition game that develops student recall. These cards can be used in a number of ways which include adding, subtracting, and multiplication. This activity allows you to incorporate a number of movements such as jumping, hopping, balancing on one foot, bending and even rolling a ball. The goal is to create a fun and interactive way for students to develop a sense of patterns in numbers.



A set of Power of Ten
Cards

Develop spatial sense through arrays and a sense of pattern in numbers.

www.poweroften.ca