

TRAVEL TO THE MARKER

Lay out 6 markers, each one metre apart. Have a starting point, 1m from your first marker.

Roll the dice.

Whichever number the dice lands on, you have to travel to that marker (number 1, first marker, number 2, second marker)

Travel as fast as you can and then when back to start, roll the dice again

Receive points for every marker you go to (1st marker 1 point, 2nd marker 2 points and so on)

Record how many points you can get in 5 minutes.

Have a few goes and record your best score

#HSGDailyChallenge

