



HAMPSHIRE SCHOOL GAMES
#DAILYCHALLENGE - SCHOOL GAMES MARK MAY: 8th – 12th JUNE



Name:

Year Group:

School:

O	O	X
O	X	O
X	X	X

This week's challenges all focus on the
School Games Values of Determination,
Passion,
Honesty and Self Belief



Warm Up Game – Noughts and Crosses

- You will need to make your own noughts and crosses board (area) this can be done with sticks/pipes/paper.
- Next, you will need to be creative and find objects to make the noughts and crosses for the game.
- You will need 5 of each. For example - 5 rolled up socks for the noughts, 5 hats for the crosses. Choice is yours!
- Have a marker 3m from your noughts and crosses board.
- You will need a partner to play against. One player has the socks, other has the hats.
- Have objects on the floor next to marker, first person runs and lays one object in one of the squares. Then they run back to collect second object. Partner can start running for their go once object on hits the floor.
- Person who lays 3 in a row wins that game.
- Move the marker further away if you want to make it a little harder.
- Best of 3! Then swap objects!

		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
MOVE IT MONDAY	<ul style="list-style-type: none"> Make out a square using four markers Start on one marker and hold a balance of your choice for 5 seconds Once finished, move to the next marker, you must then hold your first balance again for 5 seconds, then hold a different balance for another 5 seconds Move to the next spot, repeat 1st balance / 2nd balance, then hold a 3rd balance. Go to the fourth marker and repeat, 1, 2, 3 and hold a fourth balance. Keep moving around the square. How many balances can you remember and hold without losing control? Remember you must hold each balance for 5 seconds 					
MEMORY MOVES						
TRY IT TUESDAY						
AIM FOR GOAL						
WORK IT WEDNESDAY						
MOVE LIKE AN ANIMAL	<ul style="list-style-type: none"> Place two markers, 5 metres apart On 'Go' move like an animal of your choice between the markers Move for 30 seconds, how many times can you move between the cones. Have three attempts – write down your highest score. Also write down which animal you were Try to be as creative as possible! 					
TRAIN IT THURSDAY	<ul style="list-style-type: none"> Mark out a square with four markers You will need someone in the middle of the square. They must close their eyes. On 'Go' you must quietly run around the square, touching the markers – you can change direction, but you must keep moving. When person in the middle says stop you must stop. If you are in between markers, move to the closest marker. The person in the middle will point to a marker. If they point to the marker where you are standing, you must do a crazy dance on the spot for 20 seconds. Complete the game for 5 minutes, how many times will you get caught? Remember – you must keep moving. 					
TIPPY TOE AROUND						
FRIDAY FINISHER						
BOCCIA SKITTLES						

Challenges should be done between 9am and 3pm if possible – send your results to us in order to earn a point for your school. You can take a picture and send it to Jenny or Amy via:
email jenniferlknight9@gmail.com or amy.rodger@solent.ac.uk There is also a Hampshire SGO Twitter and Facebook page [@HampshireSGO](#)