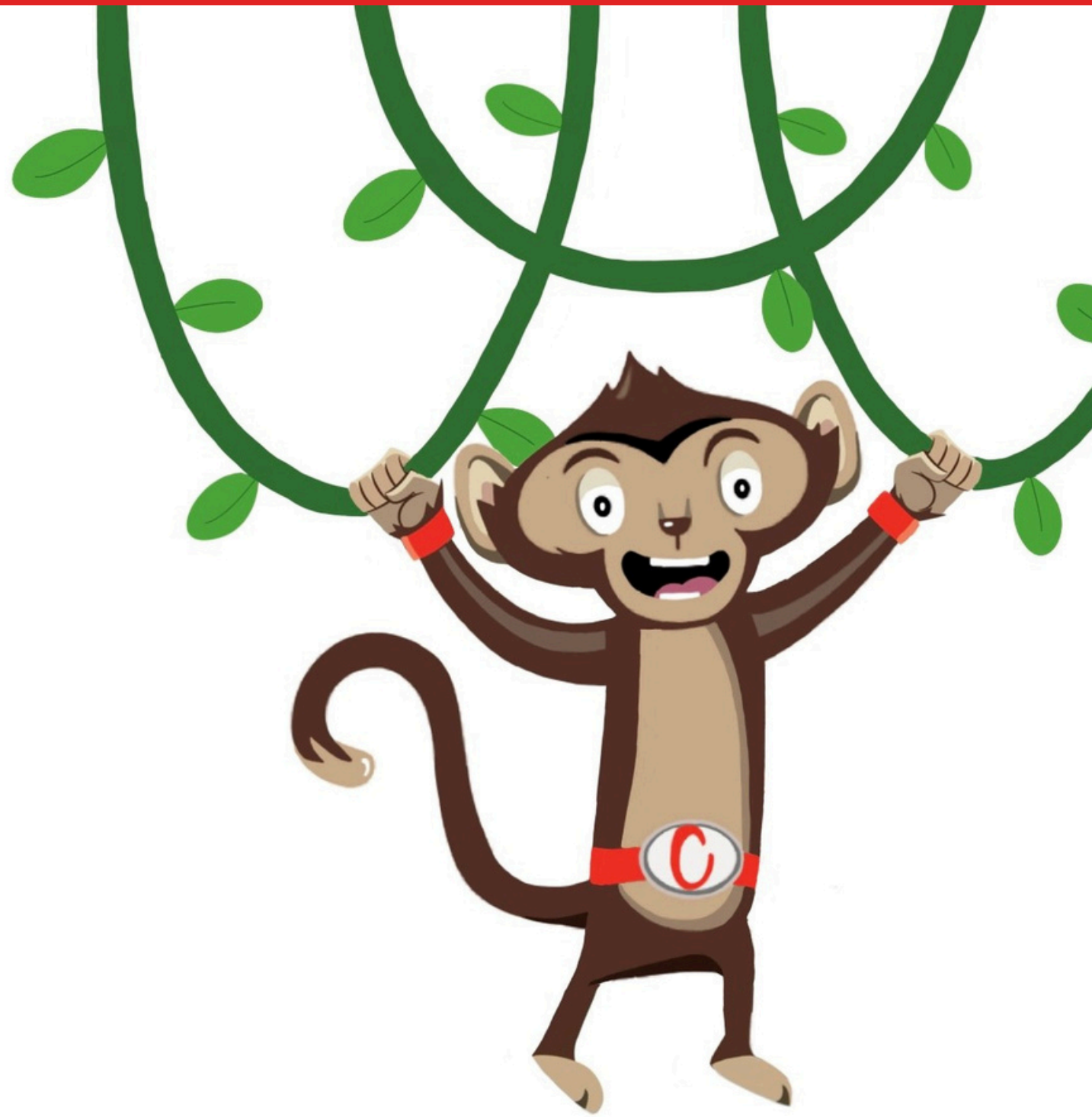


Active Numbers

Monkey Madness

5 minutes



Instructions

This active break can help pupils with their numeracy skills. Ask your class to find a space in the room, a circle if possible. Explain that you (as a class) will be doing some counting work and on certain numbers you will do certain actions. The teacher will then recite a pattern for example 1,2,3,4, CLAP. While counting ask your class to walk on the spot. Instead of the number 5 you clap then you all continue to count as a class together repeating this action on multiples of 5 for example.

Health & Safety

- Ensure floors are clear of trip hazards
- Ensure pupils leave stationary on the table
- Ensure pupils tuck bags in under the desk
- Remind pupils to keep eyes up and watch where they are going
- Remind pupils of their own spatial awareness
- Give clear instructions



Teacher Tips

This activity is suited to all ages. See activity example sheet for more information. Teachers can make this more suitable for their classes by increasing difficulty for KS1 & KS2 such as clapping on even numbers, prime numbers and square numbers. For foundation pupils this can be used to enhance counting skills, instead of leaving the number out say the number and do the action.

Active Numbers

Find below some examples of counting actions that you can do with your class. Ask your class to find a space and stand in a circle. The teacher will give an example of what numbers they will be counting and what actions to copy.

Foundation:

The teacher can focus on counting up to a certain number for eg. 10 and clapping at one number in particular and reciting that number out loud too. All while pupils march on the spot as they count.

For eg. 1, 2, 3, 4, 5 (CLAP), 6, 7, 8, 9, 10. This can be repeated and the action changed to a jump on the spot.

KS1 & KS2:

The teacher can focus on getting the class to do an action on a certain type of number. While pupils march on the spot as they all count together or possibly one by one around the circle. Examples could include, even numbers, odd numbers, prime numbers, multiples of certain numbers 3, 5, 7 and count all the way to 100.

1. 1, CLAP, 3, CLAP, 4, CLAP etc (even)
2. CLAP, 2, CLAP, 3, CLAP etc (odds)
3. 1, CLAP, CLAP, 4, CLAP, 6, CLAP etc (prime numbers)

The action can also be changed any other movement like to a jump to keep pupils engaged.

