

ASK THE STUDENTS TO RUN, HOP OR SKIP AROUND THE ROOM.
ON THE TEACHER'S COMMAND A NUMBER IS CALLED, FOR
EXAMPLE FIVE, AND THE STUDENTS HAVE TO GET INTO GROUPS
OF THAT NUMBER. THIS IS ALSO A GOOD WAY TO MAKE TEAMS
OR GET GROUPS FOR YOUR NEXT ACTIVITY.

YOU CAN MAKE THE GAME ELIMINATION AS WELL, IF STUDENTS TAKE TOO LONG TO FORM THE EXACT GROUPS THEY ARE OUT. THIS WAY YOU CAN HAVE A WINNER AT THE END IF YOU WOULD LIKE.

EITHER WAY ITS A FUN WAY TO WARM UP.

