

PizzIMMERSION

Professional Learning Activities

Mini lesson plan

Title

Snake, Crane, Tiger Game

Materials

A clear space in the classroom

Year level suggested

Years 3-6

Useful for

Brain breaks
Group Participation
Leadership
Movement

Learning intention

To develop confidence through movement

Steps

This game is similar to scissors, paper, rock but using whole body movement instead of just the hands.

1. The group stands in a circle.
2. There are three actions: Crane (standing on one leg, hands over head)
Snake (feet together, standing up straight, one elbow bent and other hand under elbow) and
Tiger (feet apart, knees bent, hands in a claw shape)
3. Make sure the students in the circle have eye contact with the leader.
4. The leader counts '1,2,3, HUP!' and on 'HUP!' everyone does one of the above actions.
5. If people do the same action as the leader, they must take a bow and sit down.
6. The winner is the person who is in the game the longest

Curriculum links**Music**

- Explore and Express
- Present and Perform

Dance

- Explore and Express Ideas
- Dance Practices
- Present and Perform

Health and Physical Education

- Movement and Physical Activity

Capabilities

- Personal and Social
 - Social Awareness and Management, Collaboration