



Throw and catch Handy Harry's tricky word dice. Can you shout out the word you are looking at super quickly?

RESOURCES

Pocket dice

Tricky word cards appropriate for your group plus a large print out of each word

TEACHING POINTS:

When catching, encourage children to reach forwards with their fingers spread and thumbs pointing up.

MAKING IT HARDER:

- Introduce a countdown to raise the pace of the game – the catcher has until the count of 5 to shout out the word
- After the word has been shouted the group can chant back how it is spelt out as they jump on the spot.

MAKING IT EASIER:

- The group could run to the large copy or word the catcher shows them and then figure out what it says as a group

LINKS TO THE EARLY LEARNING GOALS:

PD, M&H - Children show good control and coordination in large and small movements. They move confidently in a range of ways, safely negotiating space.