

## Splat!

 5 minutes

 Whole class

 Distanced

 Inclusive mobility

**This a great warm up activity, requiring students to concentrate and be alert, it can also be a good tool for learning names.**

- Ask students to stand in a circle.
- If it is a new group, you will need to start by asking students to introduce themselves so that they can learn each other's names (if any students have the same name you will need to decide what they will be called for the game, for example a shortened version of their name or their surname, to avoid confusion).
- Students hold out their hands in front of them as if they were holding a pie.
- The teacher calls out the name of the first student and this student needs to duck. The players either side must shout 'SPLAT!' and mime throwing the pie at each other. The slowest student is 'out'. If the person in the middle does not duck, then they are 'out' instead. If another person in the group mistakenly shouts 'SPLAT!' or ducks, then they are 'out' instead.
- The person who is 'out' sits down in middle of the circle and calls out the name of the next person who has to duck. Repeat this so that every person who is out gets a turn.
- Once you're down to two players, ask them to stand back-to-back in the middle of the circle. Slowly count out numbers and with every number the students need to take another step apart. When 'SPLAT!' is called out the first player to turn and splat the other wins! The numbers and trigger word do not need to be said by the teacher, a student who is already 'out' could do this.
- Students will quite often want to play this game more than once, so think about ways to build on it; for example, encourage your students to try out a dramatic, over-the-top reaction when they get splatted. You could also add on other rules so that they have to maintain a high level of concentration; for example, before they can shout 'SPLAT!' they need to touch their toes or jump in the air.

