

The Mr. Man Game

Grades: K-2

FORMATION: Standing in their own personal space

EQUIPMENT: None

LEARNING OUTCOMES: Body awareness, Locomotor skills, Listening skills

SAFETY CONSIDERATIONS: Remind participants to be cautious when moving and to be aware of the personal space of others. Check that the participants have enough space to perform the activities safely.

RULES/DIRECTIONS:

Say the name of a Mr. Man and students have to move like him. The ones I use are:

- Mr. Slow - move slowly.
- Mr. Rush - move fast.
- Mr. Jelly - shake your whole body.
- Mr. Muddle - walk backwards.
- Mr. Bounce - bounce!
- Mr. Small - crouch and move.
- Mr. Strong - move flexing your muscles.
- Mr. Tall - stretch up and move (good for stretching once the children's hearts are racing.)

You can obviously add more including Little Miss characters. The children can also add their own ideas.