

The PE Shed



Thinking Game: Full House

Recommended Age Range: Grade 2 +

Focus: Movement, agility, speed, strategy and fitness

Equipment	Setting Up	Description	Further opportunities
Spots or masking tape (to mark out each zone) Bean bags	The playing area is set up as below. Each student should be allocated a house in the playing area (Square or a spot). Each house has 1 bean bag at the start. The spare house in the middle has 2 bean bags at the start.	The aim of the game is for students to fill their house with 3 bean bags. -Students may only collect 1 bean bag at a time. -Students always begin the game at their allocated house (with 1 bean bag). -The spare house in the middle always has 2 bean bags (unless you add extra players to the playing area) -On the word "Go", students have to run and collect 1 bean bag at a time from an opponent's house or the spare house. -Students cannot protect their house. -A player shouts "Full House" if they successfully collect 3 bean bags. The game is reset and repeated.	Differentiation Change the size of the playing area (larger or smaller). Change the object (size of equipment) Change movement skill to jumping, hopping etc. Change the quantity required to win. Variations - More students on each playing area (Note: Add extra bean bags to spare house) - Team Full House

Full House

