

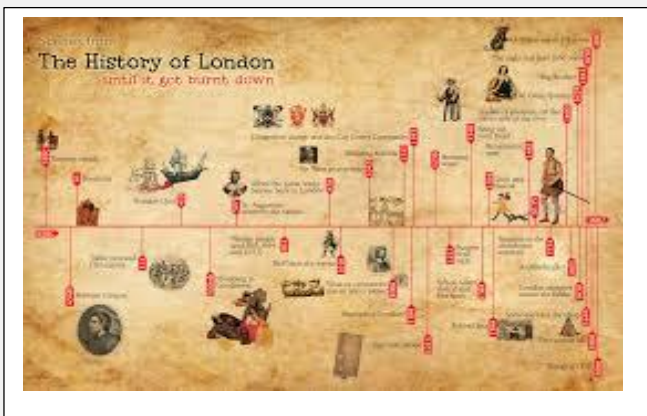
Games and teaching strategies
which require nothing more
than chalk and an outdoor
space.

Picture gallery: creativity, language of shapes, colours, composition. Speaking and listening: giving opinion.



Chalk Timeline

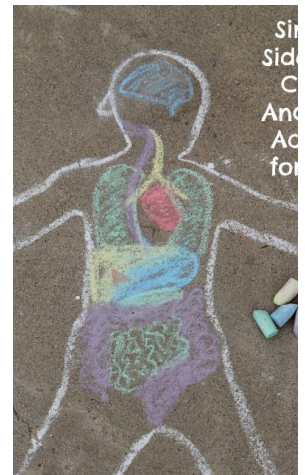
Use to create 'living' timeline/ sequence of events.
Record events: can act out short scenes on appropriate part of the timeline.



Title _____ Date _____ Name _____

↑	↑	↑	↑	↑
↓	↓	↓	↓	

Draw round students:
Characters for stories/ science



Draw the shape/ angle/ letter: call
out and run to the correct one.



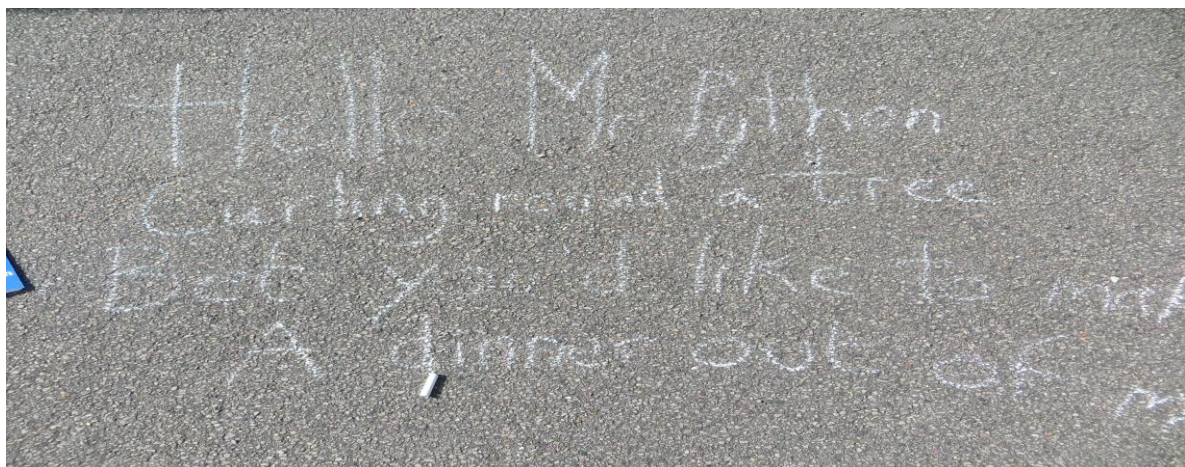
Draw a river system.



Travel over it
making appropriate
movements.



Write poems/ great sentences/questions for
other children to read (discuss; try to answer) at
break time.



Chalk (and shadow if available!)
tightrope/Parkour Gross motor skills

SAFE PARKOUR!

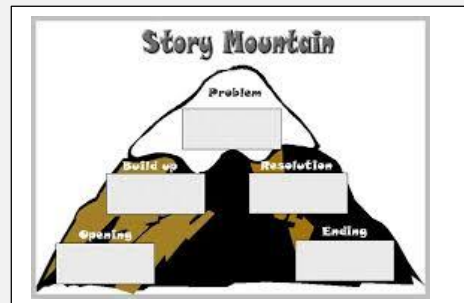


Throw (e.g. beanbag) onto correct
 sound/ word/ number.



Jump on the right word and spell aloud or give word
 meaning: sight words/ key words/ new vocab.

Draw a story mountain in chalk-draw write key words at appropriate points -act the story 'sections' out.



*Draw settings (or design characters).
Use as background scenery for acting out parts of stories.*



Walk/ run/ hop over giant chalk letters



Word twister!

(Helpful to have twister spinner from original game for hand/ foot placement but could easily make own.)



Sight word hopscotch.

(Could use any new language being learnt. Good for gross motor skills.)
Play as normal -take it in turns to throw a stone onto each section saying the word when aiming and collecting.



Alternative: play and collect the card your stone landed on, on return journey! Student with the most cards at the end wins. Place the cards out on the ground and copy the words in chalk.

With students, design a trail to move about in different ways: tiptoe/ hop/ jump/ stride/stomp (verbs)

To embed learning of adverbs: fast/ slowly/ cautiously/ elegantly

