

KS1 Interschool Virtual Festival

Who?

- All KS1 children in your school can participate
- Leaders from year 4 can 5 to assist.

Why?

- Raise participation in *interschool* competition without leaving the school grounds.
- Compete against other classes in your school. As well as other primary schools in the borough.

How?

- Classes enter as a team by submitting the entry form.
- Participate in 3 fun activities that:
 - are easy to set up
 - are easy to score
 - use minimal equipment
- Record your classes events score on the data entry card.
- Submit your results and watch your position on the ladder.

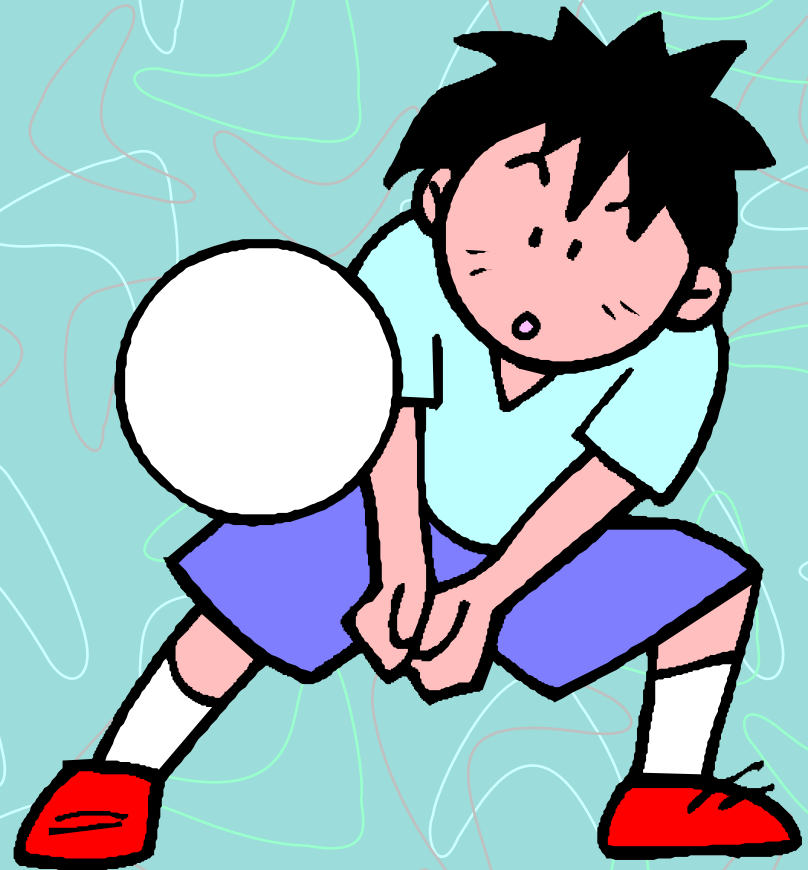




Getting Started

What to do.....

- Read Tasks Cards to familiarise yourself with the activities
- Set the 3 simple activities up in one of the following ways:
 - divide class into 3 groups and rotate one group per activity.
 - have several of the same activity stations set up. Whole class doing the same station.
- Submit only 1 total **class** score per activity. (3 scores total... EASY!)





Equipment Checklist

7 Large and 7 medium hoops



Small Cones
(18cm diameter)



7 Beanbags



1 Stopwatch



TASK CARD: Beanbag Challenge

Objective:

- To throw a beanbag with accuracy.

Activity:

- Place hoops next to each other in a line, leading out from where the children stand.
- Hoops are numbered sequentially 1-7, with 1 being the closest.
- Children take in turns to throw the beanbags (underarm) into the hoops in ascending order .

Scoring:

- If the beanbag lands inside a hoop, they follow on to the next hoop until all the bean bags are used.
- The last bean bag in the correct hoop is the final score.
- Add all points together to get a class total.



Hoops

1

2

3

4

5

6

7

Equipment Required:

7 x medium hoops numbered 1-7
entry card

beanbags (between 7)

data

Task Card: Cone Jump

Objective:

- To jump as far as possible from a standing start.

Activity:

- Line cones up next to each other with **no gaps in between**.
- Number cones 1-7 with 1 being the closest to the start line.
- Children take turns to jump from a two feet standing start, out as far as possible.

Scoring:

- The child scores the amount of points that his/her **back heel** lines up with.
- E.g. If the child's heel closest to the start-line, lines up with the cone numbered 3, he/she scores 3 points.

Equipment Required:

- 7 x cones numbered 1-7
- start-line (any line on the ground)
- data entry sheet.



Jump



cones

Task Card: Hoop Dash

Objective:

- To run 1 lap around the cones in the fastest possible time.

Activity:

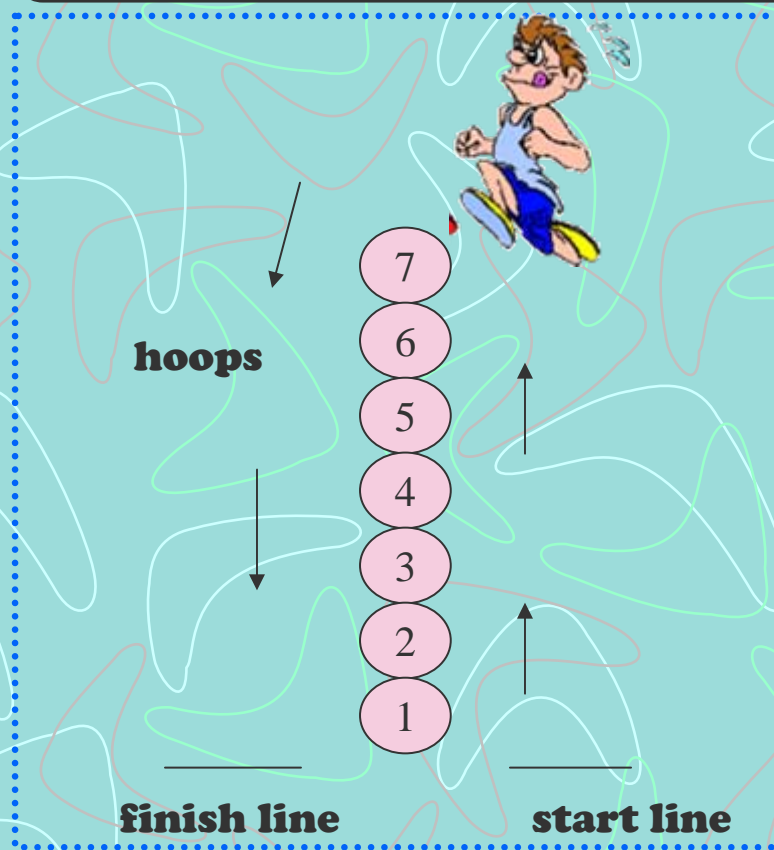
- Set up exactly as in bean bag challenge:
- Place hoops next to each other in a line, leading out from where the children stand.
- Set a start line and a finish line either side of the hoops.

Scoring:

- Each child is timed how quickly they can run one lap around the cones.
- Time children to the nearest (whole) second
- Collate all children's scores to give a total score (in whole seconds) for the whole class.

Equipment Required:

7 hoops 1 stopwatch data record sheet





Data entry Card:

School: _____

Year Level/Class: _____

No. Of Children: _____

	Beanbag Challenge	Cone Jump	Hoop Dash
TOTAL CLASS SCORE			