

# School Activity Ideas

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# Scooter Games (Pick 'n' Mix)

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<p><b>Duck, Duck, Helmet!</b></p> <p><b>Skill:</b> Protection</p>	<ul style="list-style-type: none"> <li>• Pupils gather in a circle.</li> <li>• Helmet off and on the ground in front of them.</li> <li>• Allocate each pupil a number.</li> <li>• Call out two (or more) numbers, those pupils are to put their helmet on, run around the circle, sit back on their spot and remove their helmet, placing it safely and correctly back on the ground in front of them.</li> </ul>
<p><b>'Simon Says'</b></p> <p><b>Skill:</b> Simple Circuit</p>	<ul style="list-style-type: none"> <li>• On your command, ask the pupils to stop, push, dismount or glide as a game of "Simon Says". Pupils can be eliminated to a second circuit (space and time permitting) until one pupil remains on the original circuit.</li> </ul>
<p><b>Wheelie Game</b></p> <p><b>Skill:</b> Stopping</p>	<ul style="list-style-type: none"> <li>• While pupils are scooting call out</li> <li>• "3... 2... 1... STOP!"</li> <li>• And observe pupils stopping,</li> <li>• keeping themselves and their scooter upright. Once confident at this skill, use less of a countdown, until you are calling "Stop!" on its own.</li> </ul>
<p><b>Super Glide Challenge</b></p> <p><b>Skill:</b> Gliding</p>	<ul style="list-style-type: none"> <li>• Imagine being a bird floating in the sky. What bird are you?</li> <li>• Pupils are allowed only 3 pushes from start position.</li> <li>• Without setting a stop zone, pupils glide until they come to a natural stop.</li> <li>• Who can glide for the longest before putting their foot down?</li> <li>• Repeat at liberty to encourage improvement.</li> </ul>
<p><b>Slalom Relay</b></p> <p><b>Skill:</b> Slalom</p>	<ul style="list-style-type: none"> <li>• Divide the pupils into even groups ensuring sufficient space between teams and even placement of the cones. On "go" each team completes the slalom course.</li> </ul>
<p><b>Scooter Twister</b></p> <p><b>Skill:</b> Safety</p>	<ul style="list-style-type: none"> <li>• Split class into groups of 4/5.</li> <li>• Each group to stand around the scooter.</li> <li>• Call out scooter parts and a body part e.g., hand on the deck, elbow on the handlebars.</li> <li>• Either play for a certain amount of time or until someone falls or removes themselves.</li> </ul>
<p><b>Scooter Disco</b></p> <p><b>Skill:</b> For fun</p>	<ul style="list-style-type: none"> <li>• Organise a wireless speaker and playlist for inside or outside. Invite groups to participate for 20 mins each. Kids can scoot around to the music.</li> </ul>

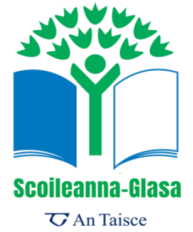


**Tip:** Visit [www.greenschoolsireland.org](http://www.greenschoolsireland.org) to find the Green-Schools Travel **Obstacle Course Challenge** resource for more games and activities



# Cluichí Scútar

Clár na Scoileanna Glas



<p><b>Lacha, Lacha, Clogad!</b></p> <p><b>Scil:</b> Cosaint</p>	<ul style="list-style-type: none"><li>• Suíonn na daltaí i gciorcail le chéile</li><li>• Clogaid ar an talamh os a gcomhair.</li><li>• Tabhair uimhir do gach dalta</li><li>• Glaoigh amach dhá (nó níos mó) uimhir, caithfidh na daltaí sin a gclogad a chur orthu, rith timpeall an chiorcail, suí ar ais ina spota, agus an clogad a bhaint astu, é a chur ar ais go sábháilte agus i gceart ar an talamh os a gcomhair.</li></ul>
<p><b>'Deir Ó Grádaigh'</b></p> <p><b>Scil:</b> Ciorcad Simplí</p>	<ul style="list-style-type: none"><li>• Ar do ordú, iarr ar na daltaí stopadh, brú, tuirling nó gluaiseacht mar chluiche "Deir Ó Grádaigh".</li><li>• Is féidir daltaí a chur go dtí an dara ciorcad (ag brath ar spás agus cúrsaí ama) go dtí go bhfuil dalta amháin fágtha ar an mbunchiorcad bunaidh.</li></ul>
<p><b>Cluiche Faoilí</b></p> <p><b>Scil:</b> Ag Stopagh</p>	<ul style="list-style-type: none"><li>• Agus na daltaí ag scútáil, glaoigh amach: "3... 2... 1... STOP!"</li><li>• Coinnigh súil ar na daltaí agus iad ag stopadh, ag coinneáil iad féin agus a scútar ina seasamh.</li><li>• Nuair a bheidh tú muiníneach as an scil seo, ná tabhair an oiread ama don chomhaireamh síos, go dtí go bhfuil tú ag glaoch amach "Stop!" as féin.</li></ul>
<p><b>Dúshlán Mór Faoileoireachta</b></p> <p><b>Scil:</b> Faoileoireacht</p>	<ul style="list-style-type: none"><li>• Samhlaigh gur éan tú ag eitilt sa spéir. Cén cineál éan tú?</li><li>• Ní cheadaítear do na daltaí ach 3 bhrú ón túsphointe.</li><li>• Gan zón chun stopadh a shocrú suas, gluaiseann siad go dtí go stopann siad go nádúrtha</li><li>• Cé atá in ann gluaiseacht is faide sula gcuirfidh siad a gcós síos?</li><li>• Lig dóibh a dhéanamh arís chun cabhrú lena scileanna a fheabhsú</li></ul>
<p><b>Rás Slalóim</b></p> <p><b>Scil:</b> Slalóm</p>	<ul style="list-style-type: none"><li>• Roinn na daltaí ina ngrúpaí cothroma ag cinntiú go bhfuil dóthain spáis idir na foirne agus na cóin. Ar "ANOIS" críochnaíonn gach foireann an cúrsa slalóim</li></ul>
<p><b>Castóir Scútair</b></p> <p><b>Scil:</b> Sábháilteacht</p>	<ul style="list-style-type: none"><li>• Roinn an rang i ngrúpaí de 4/5.</li><li>• Gach rang ag seasamh timpeall an scútar</li><li>• Glaoigh amach páirteanna an scútair agus codanna éagsúla den chorp, mar shampla, lámh ar an ndeic, uillinn ar na hanlaí</li><li>• Is féidir leat imirt ar feadh méid áirithe ama nó bhfaigheann siad tuirseach.</li></ul>
<p><b>Dioscó Scútair</b></p> <p><b>Scil:</b> Gníomhaíocht spraoi</p>	<ul style="list-style-type: none"><li>• Eagraigh callaire agus seinmliosta agus socraigh suíomh don dioscó (mar shampla an halla nó sa chlós).</li><li>• Tabhair cuireadh do na grúpaí páirt a ghlacadh ar feadh 20 nóiméad. Is féidir le páistí scútáil leis an gceoil.</li></ul>



**Leid:** Tabhair cuairt ar [www.greenschoolsireland.org](http://www.greenschoolsireland.org) chun teacht ar ár n-acmhainn **dúshlán Bac-chúrsa**



# Design a Scooter

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An Taisce

Name: \_\_\_\_\_

Class: \_\_\_\_\_



# Dear do scútar féin!

Clár na Scoileanna Glasa



Scoileanna-Glasa

An Taisce

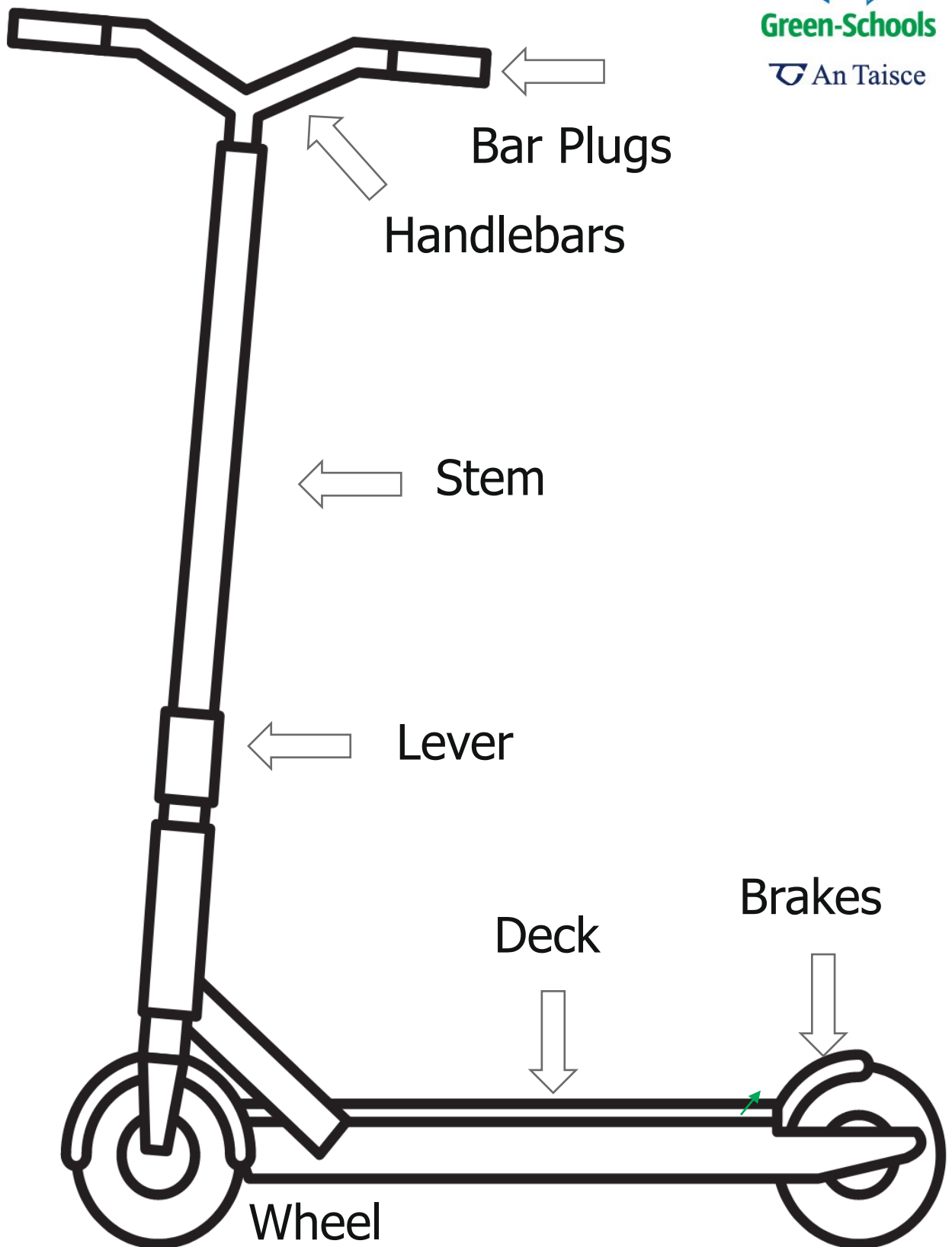
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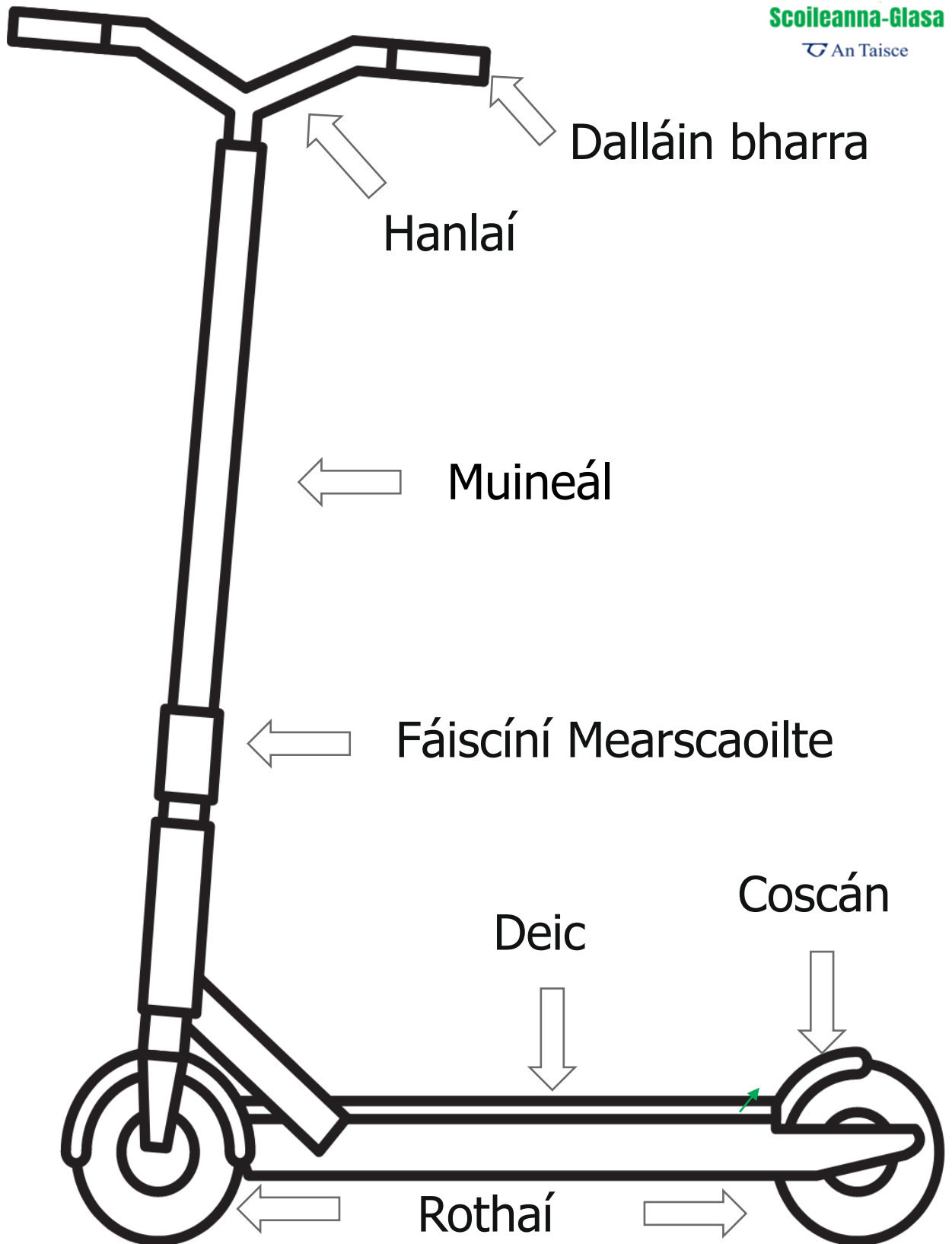
# Scooter Parts

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# Páirteanna Scútair

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# Scooter Safety Checklist

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An Taisce

Name: \_\_\_\_\_

Class: \_\_\_\_\_

- Before you go out scooting there are some things you should check to make sure your scooter is safe to ride.
- Fill in the missing words to complete your scooter safety checklist and draw pictures in the boxes to show how to make these checks.



1.) Spin the ..... to make sure they go round easily and do not stick.	2.) Make sure the wheels don't ..... from side to side.	3.) Push the scooter's ..... The wheels should stop moving.

## Missing Words

brake

wheels

wobble





# Scooting Pencil Control Lines

Green-Schools Travel



Name: \_\_\_\_\_

Class: \_\_\_\_\_

A great way to become more confident on your scooter is to set up an obstacle course, and practise your skills. Weaving, going round in a circle and stopping are all important things Sandra the Sheep has been doing in the yard to help build up her balance.

**Follow the dotted lines with a coloured pencil. Then colour in to make the yard look even prettier.**

