

Moving game rules



Moving game rules



You need:

- Four teams of five members
- Four “*Orienteering Cards*”
- An outdoor or indoor grid floor

Instructions

Cut and Give to each team an *orienteering card* with 4 arrows codes.

Each group, in turns, must follow the code for moving along the squares to the RIGHT, LEFT, UP and DOWN once, twice... and get an End or Goal given by the teacher.

To do that, the groups look at the card´s arrows in their turn and decide the right movements of the codes from 1 to 4 on the grid floor; one member walks following the group decision.

The groups can repeat the spatial orientation four times, changing the cards and walkers.

The teacher checks how the pupils move and can help when they are lost.

The Start Point can be different each time.

Orienteering Cards to cut:



1 → → →

2 ↓

3 ← ←

4 ↓
↓

1 → → →

2 ↓

↓

3 ← ←

4 ↓

1 → →

2 ↓

3 → → →

4 ↓ ↓

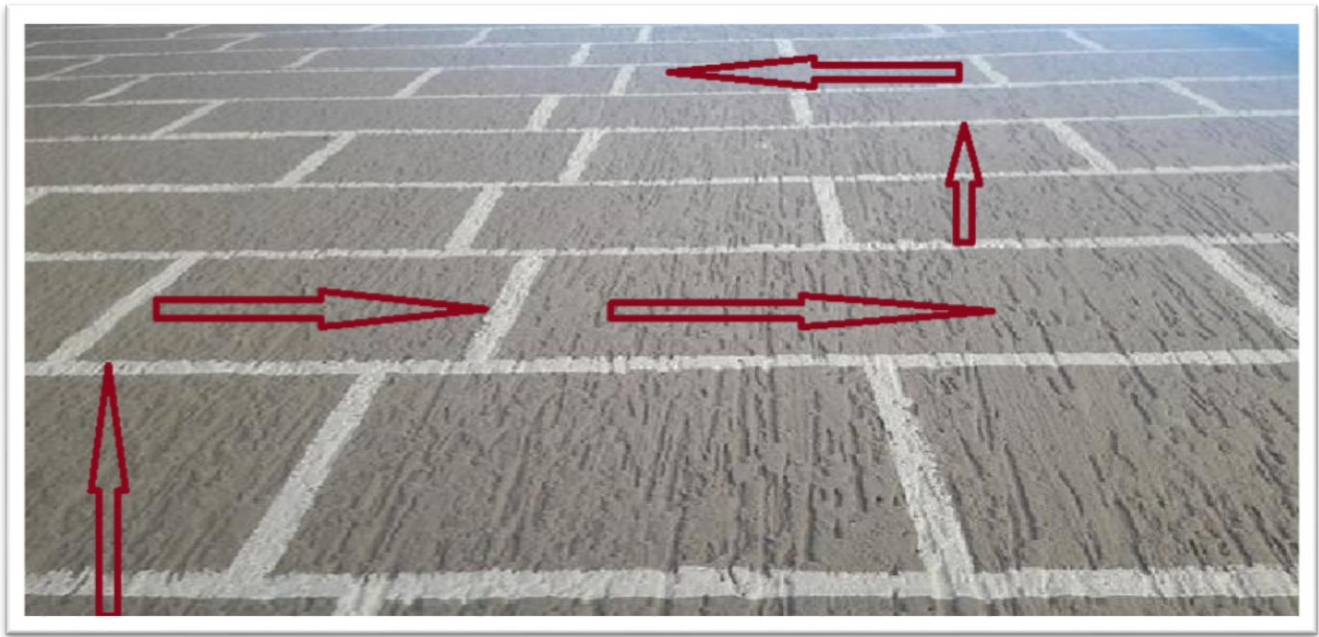
1 → →

2 ↓ ↓

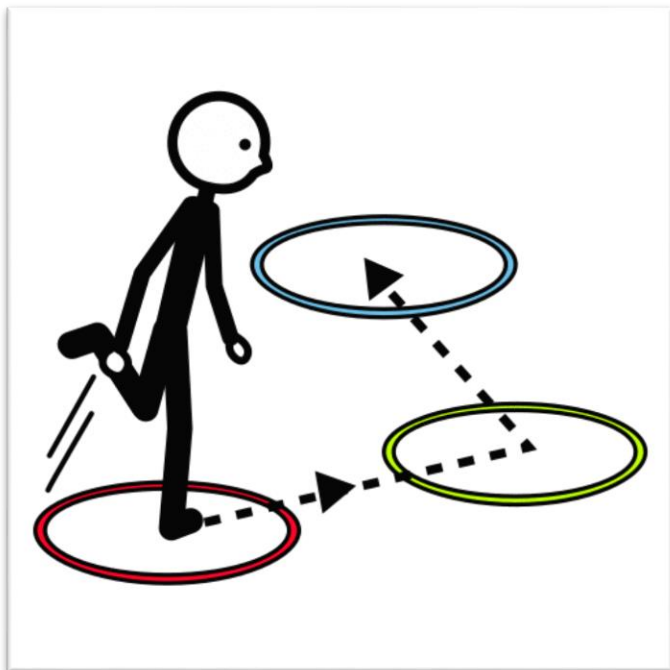
3 ← ←

4 ↓ →

Example of grid floor



We can use colorful hoops on the ground instead of squares





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