

THE SCAVENGER

Weekly theme: Agility

Activity Aim: To collect and sort coloured items as quickly as possible.



How to play

1. Choose a Level 1-5.
2. Set up a rectangular area (size listed on chosen level). Mark each corner with a different coloured item/hoop or write 4 different colours on separate paper.
3. Using your items (number, colour and type of items listed on chosen level), randomly scatter them inside your marked area.
4. Start in the middle of your area. Get into a ready position; knees bent, arms low.
5. Press 'start' on the timer, collect the items one at a time and sort them into the correct coloured corner.
6. Press 'stop', when the last item has been placed in its corner.
7. Record the time and level of each attempt.

Where to do this

Anywhere, that is suitable for the size according to your level and clear of any damageable objects.

What equipment is needed

Timer (tablet, phone or stop watch). 4 corner markers. Coloured items (see details listed per level).

Who can get involved

You can do this on your own, as a pair or with your family or class in your own area.

Complete the level most suitable for you

Level 1

Area size; 3 by 4 big steps.
4 items of each colour, use big & easy to grab items.



Level 2

Area size; 4 by 5 big steps.
5 items of each colour.

Level 3

Area size; 4 by 5 big steps.
6 items of each colour. Set a coloured pattern. You will sort items in that order.



Level 4

Area size; 5 by 6 big steps.
6 items of each colour.
Move around in the bear crawl position.

Level 5

Area size; 5 by 6 big steps.
8 small items of each colour.
Move around in the crab position.

Submit your results by 28 June using this form
bit.ly/VSSG2020



LEVEL UP



Make up a more creative and interesting version of this Activity and get an adult to share your Level Up idea on Facebook or Twitter tagging @ActiveSchoolsAS (ActiveSurrey on Instagram) using #VirtualSSG2020.

Ensure Active Surrey are tagged and the #VirtualSSG2020 has been used for the chance to win a £20 Amazon voucher - one Level Up idea will win each week.

Use the STEPS Principle below to change the Activity. Changing one or more of the five STEPS is a great way to turn an activity into something new or more suitable for you.

S = Space

T = Task

E = Equipment

P = People

S = Speed

How can the School Games Values be displayed ?

The Surrey School Games encourages young people, families, schools and communities to think about what the Values mean and how you can embody and display them in your activity?



Using STEPS, the below Level Up idea has been suggested. What creative ideas do you have?

Change the shape of your area by increasing the number of different coloured corners and items you have.

Can you guess the name of the new shaped area?

Be creative and you could be in with a chance to win a £20 Amazon voucher each week.

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