Choose a different way. Choose movement. Choose activity. **Choose** wellbeing. **Choose** physical engagement. **Choose** wins for health & education. **Choose** an approach that improves cognition & brain function. Choose a classroom environment that moves. Choose to take your classroom outdoors & bring learning to life. Choose a culture of collaboration, curiosity & creativity. Choose to stand up to tradition. Choose to move learning beyond a desk & chair for all. Choose to say no to sedentary behaviour & inactivity. Choose smiling & happy children. Choose a classroom where standing out trumps fitting in. Choose to be the teacher of the children who can't wait to tell others what they learned today. Choose to take risks & challenge your practice. Choose to use research as your friend & stretch your comfort zone. Choose to work smarter, not harder. Choose to remember why you became a teacher. Choose the best possible outcomes for children in your school.

Choose evidence-based CPD.
Choose Move & Learn.
Join the movement.





### **Our Mission**

"Physical activity is not just a <u>health issue</u>.

It brings people
together to enjoy
shared activities and
contributes to building
strong communities
whilst supporting the
economy to grow."



### What are the Health Issues?





Physical Activity
Years

# Health Issues

**Age** Minutes

### **Health vs Education**



# Wide ranging benefits...

Benefits For Children & Young People (5-18 Years)



















### **Initial Evidence**

"With PAL, you don't get a chance to get bored - you don't zone out."





"That was an English lesson? Really? I thought it was a PE lesson!"

"That game was awesome. It takes a lot to get me to do maths."

# **Transforming Attitudes**

I used to think I was rubbish at Maths - but now I know I'm not!

PAL engages even the most reluctant learners.

I never knew HE could do THAT!

# **Demonstrating Impact**





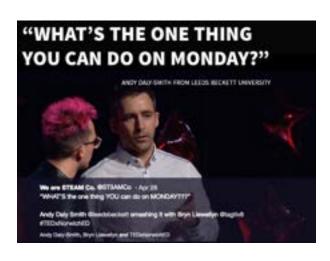
A Better Way of Learning in Schools - ITV Calendar News



# **Buy In from Schools' SLT**









# What is Tagtiv8?









@tagtiv8 #moveandlearn

# **Works & Plays with EYFS**



@tagtiv8 #moveandlearn

# Works & Plays with KS1 & KS2





# **Works & Plays with Mathematics**





# Works & Plays with English





### **Elmer & The Gruffalo**





### **Chronicles of Narnia**





@tagtiv8 #moveandlearn

### **Punctuation...**





# History, Geography & Science







### MFL







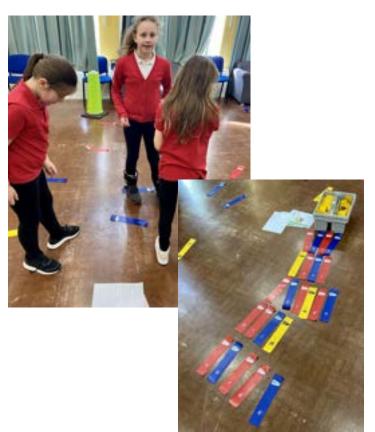
@tagtiv8 #moveandlearn

# **A Game Changer - Cognates**

rouge	orange	jaune	vert	bleu	violet	rose	blanc	noir
rot	orange	gelb	grün	blau	lila	rosa	weiß	schwarz
rojo	naranja	amarillo	verde	azul	morado	rosa	blanco	negro
coch	oren	melyn	gwyrdd	glas	porffor	pinc	gwyn	du
red	orange	yellow	green	blue	purple	pink	white	black



### **Pilots in Yorkshire**







### **Les Couleurs**



#### Focus, Resources & Organisation

#### Resources

Tags as appropriate to ages/abilities of players. Tubs.

Mini whiteboards and pens.

Sheets of coloured paper or PE resources (e.g. cones, hoops, bean bags of different colours).

#### Organisation

Allocate each player to a team (marked by a Tub):

- X teams at one end of the playing area (best for groups up to 12). Tags scattered opposite them at the far end of the playing area.
- 4 teams in each corner of the playing area (best for groups up to 20). Tags scattered in the middle of the playing area.
- 6 teams of 5 players in places where the pockets would be on a pool table (best for a class of 30). Tags scattered in the middle of the playing area.

Tags must be face up so children can see the letters.

Relays can be run with or without obstacles.

#### **Physical Challenge**

Children line up next to their Tub - ready to do relays.

Explain how the players can move. Show children the letters they have to collect.

Collect the tags - one at a time - and return them to their Team Zone. If taking turns, they 'High 5' the next player, who sets off towards the tags.

Each set of tags must be left in its own pile or group.

Continue the Physical Challenge until the tags have all been collected.

#### **Example Scoring System**

1 point for each:

- tag collected
- word created
- correctly matched word

#### Co-creator

Crista Hazell

#### **Thinking Challenge**

Rearrange the letters to make words. Stick the colour words to the belts.

Match the words to the coloured sheets or objects.

- white blanc
- yellow jaune
- orange orange
- pink rose
- red rouge
- purple violet
- blue bleu
- green vert
- brown brun / marron
- grey gris
- black noir
- silver argent
- gold or

#### Can they:

- identify the cognates (words that look & might sound the same as the English)?
- link all of the words together to make a rainbow (arc-en-ciel) in the right order?
- mix the colours? (e.g. rouge + bleu = violet).

#### Can you collect these letters?

- egoru
- clanb
- lebu
- nior
- eros
- graneo
- nauje
- trev
- toilev
- morran brun
- irgs
- gentra
- or

Can you rearrange each group of letters to make a word?

Can you match the word to the object?

How do you know it goes there? Do any of the words look or sound like words in English?

Can you list other objects that go with your new word?



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Can you link all of the words together to make a rainbow (arc-en-ciel) in the right order?

If you mix these colours what will you make?
jaune + bleu =
rouge + bleu =
rouge + jaune =
bleu + orange =
rose + bleu =
rouge + blanc =

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# **Creating Content Together**





### **Tomato Ketchup & Mustard**



#### Focus, Resources & Organisation

#### Focus

Fluency with  $+ - x \div$ .

Problem solving. Useful tool for SATs & test preparation.

#### Resources

Number tags as appropriate to ages/abilities of players - shared equally between the teams and placed in their Tag Pods. Belts. Buckets.

Mini whiteboards and pens.

Questions and/or problems - written on paper plates - that lead to whole number answers, 0-100. Answers should not be duplicated. These could be based on:

- the 4 rules to develop fluency
- problem solving
- photocopied previous SATs questions

The amount of plates depend on the ages and abilities of the children, as well as the mathematical focus.

#### Organisation

See 'Fill Your Bucket' or 'Move Like...' or 'Moving Targets' or 'Tagaddi' or 'Sharks & Fish'.

#### **Physical Challenge**

Grab as many tags as possible in order to solve the Thinking Challenge.

This could be via the games opposite.

When the tags have been grabbed, position the paper plates around the playing area.





#### Thinking Challenge

Teams then look at the paper plate questions/problems and solve them. If the answer matches one of their grabbed tags, they place that tag next to the paper plate. Encourage creativity and alternative ways of generating the answers.

Once completed, go through the matched plates and tags. Ask children to explain their working out.

#### **Scoring System**

Points can be awarded for:

- each correctly matched / positioned Question and Answer
- effective teamwork and co-operation
- creativity

Extension: Can teams generate further questions/problems for other teams to solve using the tags not matched to the previous questions/problems?

#### **Co-creators**

<u>Thorpe Primary School</u>, Bradford and <u>Lordship Lane Primary School</u>, Haringey

# **Move & Learn Together**



hello@tagtiv8.com



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020 3370 4272 or 07506 523354



