

JABADAO

circle time movement games

Elastic Circle

- You need a Big Elastic (giant scrunchy) for this one, that will go round your whole group. 3m for just two, three or four of you; up to 10m for a huge group
- Music or no music
- Everyone holds the Elastic and - inevitably - will start to move it
- Adult's job is to notice how each child moves and celebrate it
- Do this by mirroring their movement and drawing attention to it. "This is Sylvie's move!" "This is Kai's move!"

Games and structures to play all together. They're all about showing each other who we are - non-verbally - rather than telling each other in words. Just as important.

Elastic Pass

- This time the leadership is clear and passes from person to person
- "Sylvie is the leader. What's your move ...?" And everyone is encouraged to notice and try it on, getting as close to Sylvie's move as they can
- This is for older children; little ones probably have too many of their own moves to do, to want to stop for other people

Whose feet?

- This builds on Feet In
- See if you can remember any of the moves that feet have done
- Someone shows a movement - can you remember whose feet did that movement?
- Children may choose their own or someone else's
- You can name them The Maddison, The isla if you like
- Or children can create their own names for the combination

Feet In

- Everyone is sitting with their feet in the centre of the circle
- This is about noticing each other and learning to see more. (It's a movement observation game and movement ob. is part of movement play)
- Adult invites wriggles from the feet, then feeds back what they see. "This is Kai's feet." And everyone can join in - if that feels useful

Three feet

- This builds on Feet In and Whose Feet?
- Choose three of the movements that feet have been doing
- Remember them; practice them. Remember whose feet did these movements
- Then string three moves together in a loop
- Add the names in if you want
- Go round the threesome a few times, then choose three more
- For older children probably