



Sports Module 1

The aim of the Sport Module is to let the children exercise in a fun way.

First, a Staff member of San Martin will introduce you to the kids. You will all stand in front of the class where you will get the opportunity to shortly tell the kids something about yourself. For instance your name, age, favorite sport etc

After this short introduction you can start the Memory Module:

1. "Rungame"

- a. Get the letters "1" and "2" out of the module map. Divide the children in two teams of even numbers. Give the teams their letters.
- b. Now let the children sit in a straight line next to each other. Number the kids (1,2,3,4,5 etc.)
- c. Each group has a child with the number 1. So that makes two number ones in total. This is the same for all following numbers.
- d. Put the ball in middle of the room, halfway of both teams.
- e. Then the fun part starts! As game leader, you will shout out one of the given numbers (1,2,3,4,5 etc). From each team the child with that number has to run to the ball. The first child who has got the ball (not only touching the ball) wins. So that team gets a point.
- f. Play this game untill the first team reaches 15 points. That team wins.

to do:

tekening ter verduidelijking: paint/internet?

Please remember that having a **positive and energetic attitude** is most important as the aim of the modules is to provide the kids with a fun and playful activity.

Enjoy!





Sports Module 2

The aim of the Sport Module is to let the children exercise in a fun way.

First, a Staff member of San Martin will introduce you to the kids. You will all stand in front of the class where you will get the opportunity to shortly tell the kids something about yourself. For instance your name, age, favorite sport etc.

After this short introduction you can start the Memory Module:

2. "The bomb"

- a. Get the ball out of the module map.
- b. Place the children and (if possible) tourists in a circle. You can do this by letting them hold hands and let them step back as far as possible. Then ask them to let go off each others hands.
- c. Set the stopwatch on your cellphone to a certain amount of seconds of your own choosing (this can be for instance: 20/40/60 seconds).
- d. One child/tourist starts by holding the ball. He/She will pass the ball to his/her neighbour once the times starts. The ball will be passed around clockwise.
- e. When the alarm goes off, the bomb will explode!!! The person holding the ball at that moment has **to leave** the circle.
- g. Start again at "c". Keep on repeating this process untill there is only one person left. This person wins the game.

Please remember that having a **positive and energetic attitude** is most important as the aim of the modules is to provide the kids with a fun and playful activity.

Enjoy!





Sports Module 3

The aim of the Sport Module is to let the children exercise in a fun way.

First, a Staff member of San Martin will introduce you to the kids. You will all stand in front of the class where you will get the opportunity to shortly tell the kids something about yourself. For instance your name, age, favorite sport etc.

After this short introduction you can start the Memory Module:

3. "Make it to the ten"

- a. Get the ball out of the module map.
- b. Divide the children into two teams.
- c. Throw a peso coin (which you can find in the module map) to decide which team starts. One team has heads, the other has coin. Throw up the coin, and catch it in your hand. The team who has the side of the coin facing upwards will start.
- d. The team that starts will get the ball. They need to pass the ball around to their peers 10 times to get 1 point. However, the other team can try to block the ball.
- e. Once the other team has blocked the ball, they can try to pass the ball around to their peers 10 times for 1 point. And again, the opposing team can try to block the ball.
- f. If one team gets 1 point (passing around 10 times). The ball goes to the other team.
- f. The first team that reaches 5 points wins the game!
- h. Depending on the time, you can choose to play the game again (making different teams).

Please remember that having a **positive and energetic attitude** is most important as the aim of the modules is to provide the kids with a fun and playful activity

Enjoy!

