

## **Dice Fitness**

## Purpose:

Engage the entire class through physical activity and fitness.

## Equipment required:

Dice, one between two. Six numbered activities on a laminated card or on a whiteboard for all to see. This activity can be done in the classroom or outside with larger space.

## Procedure:

In pairs roll a dice. Check the exercise that matches the number on the dice. Start with 1 rep and build up with each roll of the dice.

Change the exercises to suit your lesson. Add a shuttle run or side gallop between each roll of the dice.

Example: 2<sup>nd</sup> roll is 2 reps, 3<sup>rd</sup> is 3 reps.

- 1. Burpees
- 2.Lunges
- 3. Squats
- 4. Mountain Climbers
- 5.Sit Ups
- 6. Push Ups

