



This game builds agility and balance as well as spatial awareness and communication skills.

Setup:

1. Define a boundary or start and finish lines
2. Place obstacles an appropriate distance, or ask the students to each place an obstacle

Games:

1. Define a boundary or start and finish lines
2. All students must cross without touching the floor, if a student touches they must start at the beginning. Time the whole group.

More challenge:

1. Only use a certain shape or color
2. Students remove one obstacle each pass

More Support:

1. Place obstacles closer together
2. Allow for 2 lava steps to still complete the crossing



More variations, differentiations,
and complete rules

Imagination Cues:

1. River crossing
2. Save the Hobbit
3. Collect them all