

# Leaf Scramble Game

## Suggested activity time

10–15 minutes

## Before the activity

Have a selection of leaves set out in a particular area.

Divide the class into two teams.

## The game

The Leader shouts out the name of a leaf you want them to find, one person from each team must go to the leaves and select the correct one. This is not a race. As each team finds the correct leaf, reward them with a point. If they bring back the wrong leaf, they do not receive a point.

It is possible to use either real leaves or laminated examples.

## Further Activity

This can also be undertaken with seeds.

Leaf design art would be a further activity using leaves gathered.

## Curriculum links and learning outcomes

Children will hone their skills in leaf identification. The Curriculum links and learning outcomes that are particular to the tree activities are included on the Autumn Programme sheet but the games element below is particular to this lesson plan.

## Games

Pupils should be enabled to:

- progress from developing individual skills and partner activities and games to suitable small-sided, adapted and mini-games through both co-operative and then competitive play;
- develop control in running, jumping, changing speed, stopping and starting, with and without small equipment;
- develop an understanding of, and participate in, small-sided, adapted and mini games.