

Action Stations

Preparation

No resources are needed. Ideally the activity takes place in an open space such as a hall or gym (or possibly outdoors in summer). Pupils will need to be well spread out to start. If a larger space is not available, see the suggestions in the 'Variation and extension' section below.

The activity

This is an action game where each child carries out an appropriate action for seven electricity words called out by the teacher:

Wire	Lie down with arms stretched above the head to make a line
Battery	Wrap arms around body, feet together, to make a cylinder shape
Bulb	Arms spread out and up with fingers outstretched; legs apart
Motor	Spin around
Switch	Sit down
Buzzer	Shake all over
Electricity	Jump in the air

These will need to be demonstrated by the teacher, then called out (in random order) slowly at first before speeding up to add fun.

Variation and extension

1. After a short practice, those who perform the wrong action sit out.
2. Let a few children take over as caller.
3. If an open space, such as a hall, is unavailable, the activity could be conducted in the classroom. Modify the actions which accompany each word as follows:

Wire	Stand tall with arms straight up, reaching as high as possible
Battery	Wrap arms around body, feet together, to make a cylinder shape
Bulb	Arms spread out and up with fingers outstretched, legs apart
Motor	Turn around
Switch	Sit down
Buzzer	Shake gently
Electricity	Jump in the air



Science theme

- Forces and energy

Curriculum areas

- Electricity/circuits

Cross-curricular links

- Drama and PSHE

