

Finger Fit

EYFS
KS1
KS2

Role of the Inspirator

- All the children are Inspirators
- Before each round or facing a new partner they must say to each other, "Don't worry about making a mistake" and celebrate after each round with a high five.

What you need

- Human fingers
- Mini whiteboards (optional)
- Some children
- A classroom



What you do

This is a fantastic activity that requires very little space, zero resources and the children adore it! It naturally can be applied to Maths however with mini whiteboards it can easily be applied to other curriculum areas. Decide on a curriculum focus e.g. times tables.

Organise the children into pairs telling them to find a space in the classroom and stand back to back. On the word "go" the children perform 3 star jumps

before jumping and spinning around to face their partner. They must then simultaneously hold out a certain number of fingers of their choice. This could be using 1 or 2 hands depending on the age and ability of the children. It is important they keep this number secret until the point when they reveal their fingers. The pair must then mentally times the two sets of fingers together and call out the

answer. The first child to answer correctly wins the round. Repeat the process as many times as you want. You may wish to make a line down the centre of the class using chairs to create a champions and a challengers side. After each round, children would fluently move from side to side to find a new partner depending on the result of their last match.

Tips & Tricks

- Combine this activity with 'Hoop Hop' and increase the levels of physical activity and fun. The children simply play 'Finger Fit' when they meet each other in the hoops. 2 for the price of 1!
- Increase the challenge by creating groups of 4 or more. Calculations suddenly become more difficult!
- Mix up the action that the children perform before spinning around possibly thinking of their own that the whole class then must perform.
- To make this cross curricular, provide them with a mini whiteboard and pen each. Children must answer the challenge posed by their opponent's whiteboard e.g. if practicing word classes, a child might write the word 'dainty' and spin around as normal prompting the opponent to shout "adjective!" and vice versa.

Why not link it to...

- Word classes
- Phonics
- Times tables
- Addition and subtraction
- The choice is yours!



If you aspire to inspire children
then treat them as inspirational