

Manic Alphabet

Your aim is to touch every letter in the alphabet in the correct order, as quick as possible! This game can be played by yourself, although it's best played as a team.

- 1 If it isn't windy outside today, cut out 26 circles from paper and write a different letter of the alphabet on each circle (make sure you have one of each letter). If you trace around the bottom of a beaker/cup that would be a good size for the circles. Ask an adult if you need help using scissors.

If it is windy outside, use marker cones instead and write a different letter of the alphabet on each one using a felt tip pen.

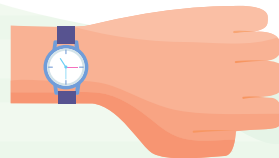
- 2 Head out into the school grounds, staying 2 metres away from everyone else at all times, and find a clear area to mark out a circle on the floor that is 6 metres across. Use chalk or rope to mark out the circle.

- 3 Now, lay the alphabet out in the circle you have marked on the floor, all jumbled up in a random order, with the letters facing up so you can read them.

- 4 Mark out a start/finish line a couple of metres from the circle on the floor, and wait behind it (so the line is between you and the circle of letters). Remember to keep your distance from each other.

Good luck!

START



T

B

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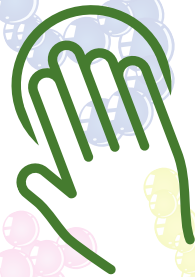
6 Your challenge is to see how quickly you can run from the start line and touch all of the letters in alphabetical order with your foot, then run back to the finish line. You can do this as individuals, taking turns to see who can come up with the quickest plan. Or, you can do it as a team (keeping 2 metres apart), with each person touching a share of the letters (with 2 players - you each touch half the letters, with 3 players - you each touch 1/3, and so on). Remember to time your attempt.

7 When you have had one go the real challenge begins, because you need to see if you can do it quicker than before. Remember: come up with a plan, take on the challenge, and then review what went well and what could be improved.



If you want to make it
harder

Get someone to give you words to spell and see how fast you can spell a word.



3 Key Rules

1 The alphabet circles cannot be moved.

2 The timing will start when the first team member crosses the start line, and stop when the last team member crosses the finish line.

3 Only 1 person is allowed in the circle on the floor at a time. If a letter is touched when more than 1 person is in the circle then it won't be counted.

Remember to wash your hands after playing!

Ready, steady, go!

