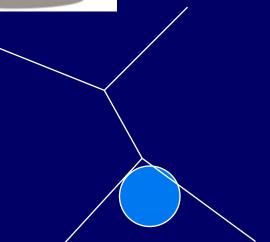
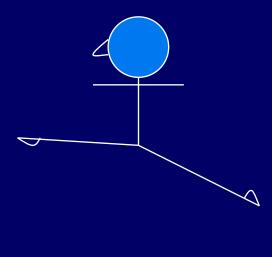




### **GYM PIRATES**







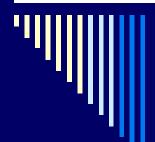




# Have you brought your PET to Gym?

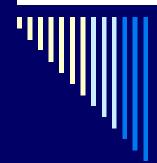
- Pointed toes and fingers
- **Extended limbs**
- ▼ Tension Tight muscles





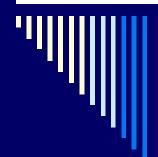
#### **MUTINY**

- Move around the hall taking your PET for a walk
- Change your directions forwards, backwards and side ways
- If the teacher or the children.
- Running, jumping, skipping, hopping, hop scotch, galloping, sliding etc



#### **CAPTAIN'S COMING**

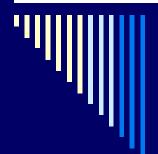
- Stand to attention where ever you are in the hall (space)
- have you got your PET?
- You could push up on to tip toes to make it more difficult.



#### **SCRUB THE DECK**

- Crouch down to the floor
- Hold a tucked position
- Big toes touching
- Knees together
- Remove supporting hand to increase difficulty





#### **CLIMB THE RIGGING**

- High knees
- Point your toes to the floor
- Reach high with your arms
- when you can, get your knees high



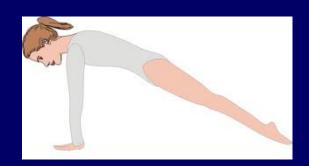




## WALK THE PLANK Front or Back support

#### **Front Support**

- Get on hands and knees
- Fingers forwards
- Shoulders over hands and wrists
- Round shoulders off
- Keep hands and shoulders still
- Slide one front at a time back
- Tops of toes touching mat







#### **WALK THE PLANK**

#### **Back Support**

- Sit up with legs piked
- Hands shoulder width apart
- Fingers towards toes
- Fingers in line with bottom
- Push hips up
- Tip head back





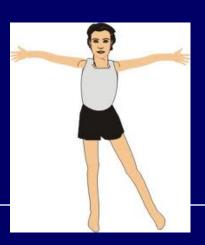


#### **CROW'S NEST**

- Hold a balance on one foot
- Change height and position of the foot and leg off the floor depending on levels of balance.



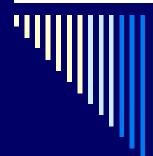






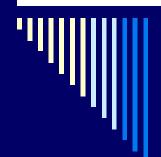
#### MAN THE LIFE BOATS

- Sit in pairs
- Feet flat on the floor, knees bent
- Hold forearms
- Keep chin on chest
- move forwards and backwards (sit up type action)



#### **MAN OVERBOARD**

- Two to two foot jump up high stretched jump
- Hold the landing
- Sink down smoothly and lie on back
- Chin on chest
- Support upper body with elbows
- Keep legs extended (PET)
- Kick from the hip not the knee
- don't let legs get too high off the floor.

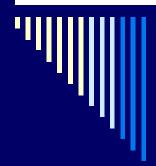


#### **COMPASS POINTS**



- Get into a straddle/star shape
- Could be on bottom, feet, back or stomach
- Could be a balance or movement
- Teddy roll, cartwheel, jumping jaxs etc



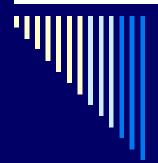


#### **TORPEDOES**

- Hold a thin pencil shape on stomach
- Arms and hands extended away from the body
- Older children develop into arch shape taking arms and legs off the ground



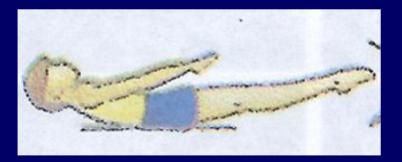


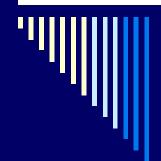


#### **CAPSIZE**

- Follow after torpedo
- Switch from arch to dish shape



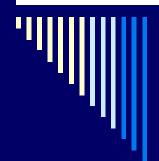




#### **SUBMARINES**



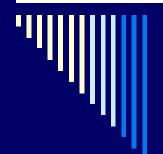
- lie on their backs with both legs raised, can push up to full shoulder stand when capable.
- aim to keep legs straight
- with soles of feet towards the ceiling or pointed toes depending of your focus



#### **ROLL OUT THE BARRELS**

- Get into a tuck position on your knees
- Use your hands to make hats for your knees
- Roll along the mat





#### PORT, STARBOARD, BOW, STERN

- PORT move to left side of hall
- STARBOARD move to right side of hall
- BOW move to front of hall
- STERN move to back of hall
- Could choose a certain way of travelling for each one or can be child's choice.