GoGo's Disc Throw

Get your imaginary electromagnetic skates on and fill as many targets as possible. Run around the course, keep your eye on the target and DON'T MISS!

Good for: Break time

- Arrange some old plastic containers or baskets around the room or even better, find a place outside and make a bigger course.
- Grab a stopwatch, then make some crumpled pieces of paper for your throwing discs.
- On the word "GoGo GO!" run around your baskets, throwing paper not the baskets as you go.
- Add 5 seconds to your time every time you miss a basket.
- Who can complete the course the fastest?
- If that's too easy for you - get your friends to hold the baskets for moving targets.

©Disney

Fred's Jump Off

Think you've got the kind of super-awesome leaping power that will bounce bad guys to the moon? Let's see you bounce around this course for 10 minutes and find out.

Good for: Break time

- Mark out a course and split into 2 teams.
- At the starting line, stand one behind the other, bouncing on the spot.
- On the words "BOUNCE OFF!" the team leaders bounce with their feet together, to the end of the course and back.
- When they get back, the next person in line goes - and so on.
- The team that finishes first are the Bounce Off Champions!

©Disney

Microbot Tag

For this game one of us will pretend to be made from Microbots. Our job as a Microbot Life Form is to capture and tag all humans.

Good for: PE

- First choose who will be the first Microbot chaser.
- The rest of you are humans and will spread out to make it harder to be caught.
- On the words "TAG ALL HUMANS" Microbot will begin chasing everyone.
- When caught by the Microbot, you will be tagged and imagine that your feet are trapped on the ground.
- You can only be released by another human tagging you.
- Remember the Microbot will not stop - and you must avoid him/her, so nobody should be standing still.

©Disney

Hiro Says

Hiro leads Big Hero 6, so listen carefully to his instructions.

Good for: Wet play

- Choose one person to be Hiro.
- Everyone else pretends to be their favourite character from Disney's Big Hero 6 and stands in a large circle around Hiro.
- If Hiro tells you to do something like "Hiro says jump up and down" - you all jump up and down.
- If he doesn't say "Hiro says" before the instruction - then DON'T do the task - or you'll have to run around the circle 3 times.
- After 1 minute, choose a new person to be Hiro.

©Disney

Bullseye's Canyon Racing

Yee-Haw! Can you race like the wind, through a Wild West Canyon?

Good for: PE

- First-things-first; let's head outside and plan our race circuit.
- Find a partner.
- Now. One of you play Bullseye (whoa, good horse, good horse) And the other is Woody or Jessie.
- Now saddle-up! Bullseyes - face down, like a good horse - now your rider will pick up your feet, wheelbarrow-race style.
- Racers ready? Each team race around the course when I say YEE-HAW!
- Remember with each lap, swap places.
- Team with the most laps in 10 minutes are declared the Champions of the Canyon.

©Disney/Pixar

Bedtime. Toys Away!

Let's pretend - We are all in Andy's Bedroom. All the toys have escaped and it's up to us, to clear them all away. Quick! Toys Away before BED TIME is called.

Good for: KS1

- To start, we get into 2 groups - A and B.
- Group A: Your room is on the right. Group B: Your room is on the left.
- We pretend tennis balls are all the toys running around. Now it's up to each team to HURRY! And clear the toys from your side of the room! So Team A rolls tennis balls over to Team B's side - while they do the same to Team A. The round is finished when Teacher calls "BED TIME".
- The side with LEAST amount of toys WINS.

©Disney/Pixar

Buzz's Warp Drive Dash

Navigating this great galaxy takes speed, skill and the steely nerves of a crack pilot. By sprinting from one side to the other, our pilots aim to quickly reach the other side of the galaxy - but STOP - right on the landing line.

Good for: KS2

- We all prepare for launch on the starting line. Wings deployed (arms out), pre-launch check ok. Let me hear your rocket engine and launch bay noises.
- Teacher will start by calling "We are GO! for launch" (On GO!, we go).
- All pilots must race to the other side - then stop exactly on the finish line.
- Don't overshoot the galaxy, you'll be lost in space forever.
- To make things more interesting we'll add obstacles, like asteroids, planets and space debris like broken satellite junk. You'll have to weave in and out to avoid it all.

©Disney/Pixar

Jessie's Big Rope Jump

Jessie knows you're not a cowgirl or cowboy unless you have some serious rope skills. Jumping rope is the perfect way to start.

Good for: Break time

- Grab a skipping rope and make sure you've got plenty of room. Back it up there.
- Now get two other cow-hands or just friends to swing the skipping rope from each end.
- Next bits easy. Start jumping!
- How many skips can you manage?
- Too easy for you? How about skipping backwards or hop on one foot, like a rabbit.
- Keep swapping. And everybody gets a turn - there'll be no rope hogs around these parts.

©Disney/Pixar

Disney
BIG HERO 6

Disney
BIG HERO 6

Disney
BIG HERO 6

Disney
BIG HERO 6

Disney · PIXAR
TOY STORY

Disney · PIXAR
TOY STORY

Disney · PIXAR
TOY STORY

Disney · PIXAR
TOY STORY