

FINGER MATHS (AGENTS ONLY ENERGISER) (5 minutes)

WHY: To get the students up and moving either as an energizer at the start of a session or to wake the students up during the session. It also encourages students to work with people they don't normally work with.

Equipment:

- Music (Energy) in between rounds
- Whistle

How to complete:

- A typical segue to this activity is to ask the students if they are good at maths and then explain that this activity will be great for them.
- Explain that this activity is called 'Finger Maths' and the aim is to be the first person in your pair to count the number of fingers on all four hands.
- Mention that in a moment they will pair up with someone and find a space around the room (if there is an odd amount of students they can go into a group of three).
- The pair will stand back-to-back and each individual will choose how many fingers to reveal to their opponent.
- Explain that you will count to 3 and on 3 each person will need to turn and face their opponent and count up the number of fingers on all of the hands. The person who counts and calls out the number the fastest wins. Mention that this is a game where the best of three wins.
- It's good to do a quick demonstration of what 'Finger Maths' will look like (just one demonstration not the full three) if possible.
- Ask students to get up and find a partner and start on your count.
- During each round when the students are counting, it is helpful to play loud music (energy) to build momentum in the room. The music should stop once the facilitator is ready to do the next round and repeat the process of stopping and starting the music at each round.
- Blow the whistle to grab the students attention between each round. Each round should only go for 5-10 seconds.
- Once they have finished three rounds encourage them to find a new opponent and repeat above.
- Once finished, blow the whistle and ask for the students to return to their seats. Play music in the background as this happens.

