

Sequences - Bop It!



Instructions: Based on the handheld electronic game Bop it!, the students will be instructed to do the different actions of the game. Those actions are:

Twist it - twist the body in any direction

Run It - run in place

Walk it - walk in place

Hop it - hop in place

Sneak it - pretend to hide

Spin it - spin around in a circle

Bop it - a jump

Spread the students out and demonstrate the actions to the students.

Once they know how to do them, the instructor can call them out at random or in a sequence. To turn this into a memory game, the instructor can do a sequence of actions and have the students then imitate what was done without the teacher calling the actions.

You can even split the students up into teams. If so, the teacher can show the sequence, and whichever team gets the sequence right or the closest to the correct sequence gets a point.

You can continue up to 5 or 10 rounds (however many the students can handle and have fun with) or you can call one student at a time to create a sequence for the other students to imitate. Once the student has shared their sequence, then it is another student's turn.