

Anna's Tricky Track of Trust

When climbing to reach Elsa's Ice Palace, Anna drops into Kristoff's arms. This takes a lot of trust. Can you work together to navigate across icy plains?

Good for:

P.S.H.E. KS1 KS2

- Pair up and stand side-by-side.
- Lean in towards each other and rest on each other's shoulders.
- If you trust your partner like Anna trusts Kristoff, move a little further away from each other. Lean in again.
- Keep leaning in and walk across the icy plain to the other side of the room.
- Now you know you can do it, try to swap shoulders, face opposite directions or add obstacles and race across the ice.



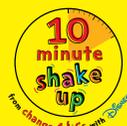
Build a Snowman

Anna and Elsa would like to build a snowman friend for Olaf. Will you help them?

Good for:

Play time EY & KS1

- Get into teams. Let's snow!
- Line up behind a long row of cones.
- Grab a snowball (a ball) and get ready to gather snow.
- "Do you want to build a snowman?" If the answer is "Yes!" shout out and roll your team's snowball along the floor with your hands, weaving in and out of the cones and back again.
- When you're back at the start, pass your snowball to the next person. Now, it's their turn to gather snow.
- When your team has finished shout: "We have made a friend for Olaf!"



Mater's Motoring

"Git-r-done!" Mater may not be a racecar like his best buddy, Lightning McQueen, but he still has some serious motoring skills. How do you compare as you trundle through Radiator Springs?

Good for:

Play time EY & KS1 KS2

- Right, tow trucks – get into a line and when you hear an instruction, be sure to follow it! You never know if Sheriff is about!
- Green light – slow jog forwards.
- Red light – jump on the spot.
- Steer right, steer left – lean to the right and then to the left.
- Garage lift – lie on the floor and do a press-up.
- Race backwards – slow jog backwards. But don't crash!
- Reel in your tow rope – kneel down and spin your arms backwards to wind it in. Be speedy!
- The game's over when you hear "We're out of fuel."



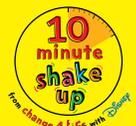
Lightning McQueen's Path Repave

Lightning McQueen accidentally rips up the road in Radiator Springs. So, he sets about repairing the surface. Remember, that although he's faster than fast, he still has to lay the path neatly!

Good for:

P.S.H.E. EY & KS1 KS2

- Get into teams of four.
- In front of each team, place a hoop filled with paving slabs (sheets of A4 card/paper).
- On the words "Lay it like Lightning!" you must take it in turns to add a paving stone, one at a time, to create a path from the hoop to an end point.
- When you have laid your piece of the path, rev your engine and race to re-join your team's line, ready to go again, if needed.
- Be sure to overlap the new surface, leaving no gaps and keeping it straight, or you may be ordered to repave!
- Those who complete the most rapid repave are the winners!



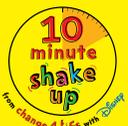
Judy Hopps' Parking Pursuits

Judy Hopps has been assigned to parking duty by Chief Bogo, Head of the Zootropolis Police Department. Can you prove she's got what it takes to tackle a more serious case?

Good for:

PE KS1 KS2

- Place a number of parked cars (hoops) around the room.
- Decide who is Judy Hopps, and hand over an equivalent number of parking tickets (sticky notes or paper slips).
- Everyone else is traffic in Zootropolis. Move around the space on your hands and feet, being careful not to crash!
- On the words "Parking duty!" Judy has to navigate safely through the speeding vehicles to the parked cars and issues tickets.
- How quickly can she get the job done?



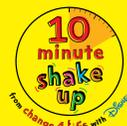
Savage Safeguard

Some of Zootropolis' predators have turned feral, and fear is gripping the city. Thankfully, Judy Hopps is investigating the cause! In the meantime, can you keep them at bay?

Good for:

PE KS2

- Split a large space into thirds using cones, ropes or benches.
- Get into three groups.
- Group 1 stand in the centre third. You are feral mammals (cheetahs, lions, red foxes, otters, etc.). Primed to attack, move around avoiding being targeted by the anxious residents of Zootropolis.
- Groups 2 and 3, you are the residents, standing on either side. Scare back the savage predators by throwing sponge balls (four per side) their way.
- If you make contact below shoulder height, they are to retreat towards the edge of the city (the play zone).
- The game ends when all animals have been distanced from residents.



Stay Steady for Spot!

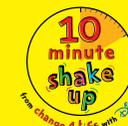
Arlo, the Apatosaurus, makes an unexpected friend in Spot. Whilst Spot may be fearless, he isn't very tall, so benefits from climbing onto Arlo's head for the best views. It's a long way up, so Arlo has to stay steady! Are you able to balance as well as he can?

Good for:

Play time EY & KS1

- Get into teams of four or five and stand in a line.
- On the signal "stay steady", put Spot (beanbag) on your head.
- Without touching him, head into the wilderness, around a berry tree (cone) and back again, as quickly as you can – you never know if Pterodactyls are circling!
- Gently pass Spot to your team-mate, before they venture out.
- The team to return first, without becoming separated from Spot, is to let out a winning howl.

Extension: Can you balance Spot on other areas of your body, too, such as your shoulders or back?



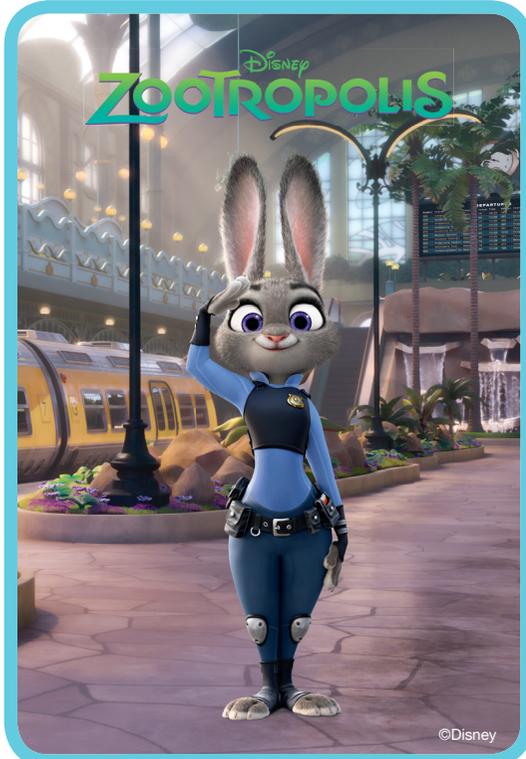
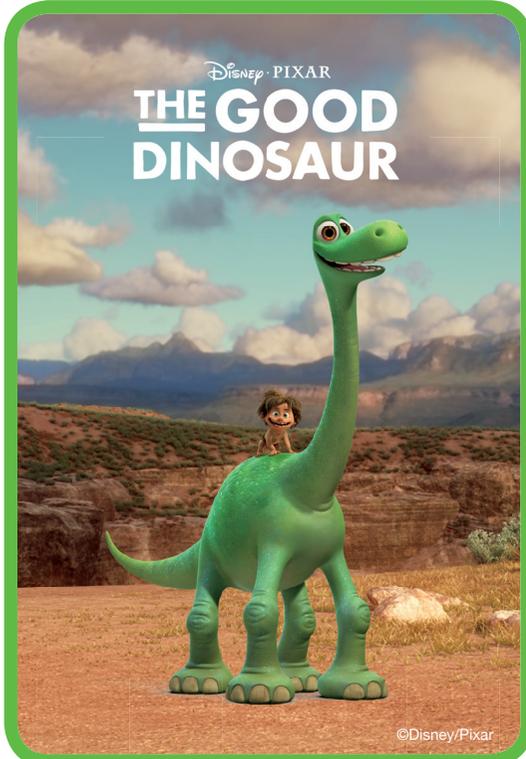
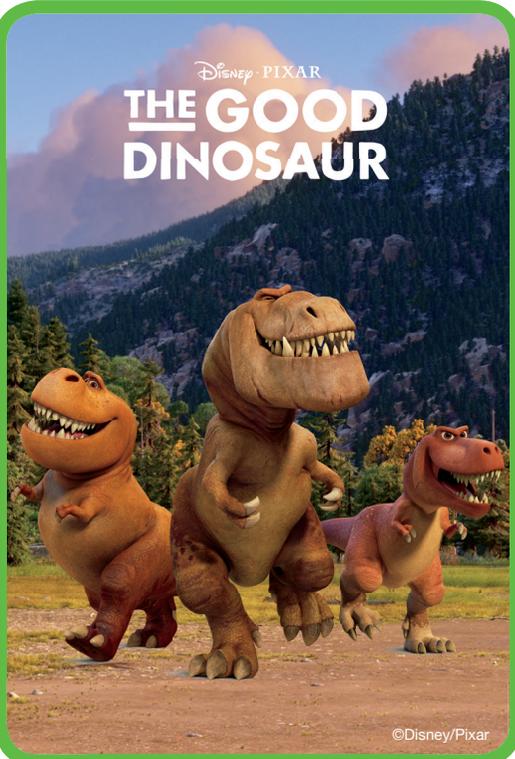
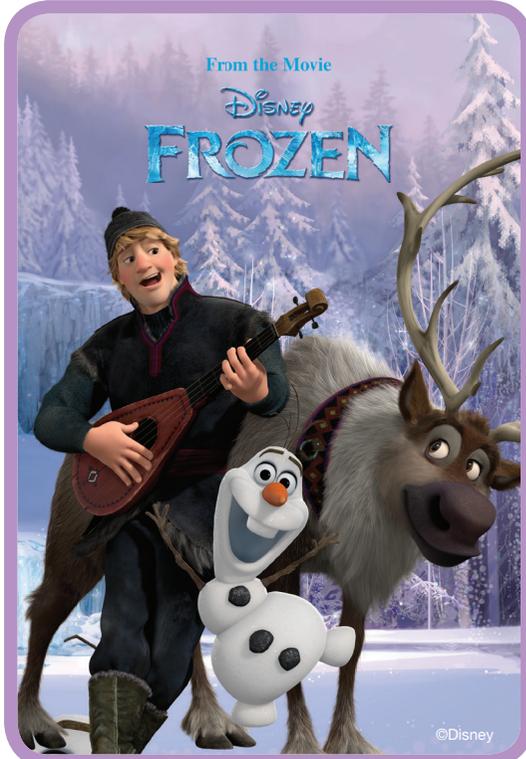
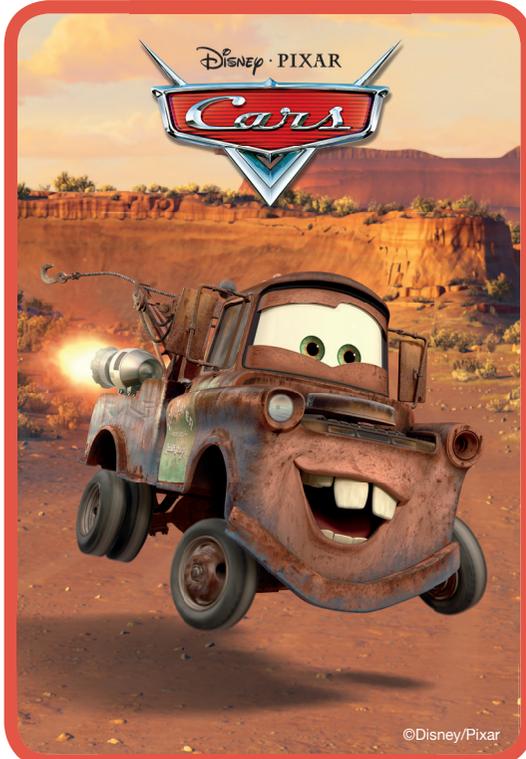
Nash and Ramsey's Round 'Em Up

Ramsey and her little brother, Nash, are being trained by Butch to herd longhorns. But, keeping track of the herd isn't easy and with those raptor rustlers around, they need to work quickly. Are you able to help round 'em up?

Good for:

Play time EY & KS1 KS2

- Choose who will be Ramsey, Nash and Butch.
- Everyone else is to sit in a large circle with your legs spread wide to create the longhorn paddock. Remember to leave an opening for the longhorns!
- Drop a number of longhorns (many balls of any size) outside of the enclosure.
- When the timer is set, the Tyrannosaurus Rex ranchers. (Ramsey, Nash and Butch) are to gallop around, heading off those longhorns and rolling them speedily into the paddock.
- The game is over when beasts are herded and a roar has been let out! But can another T-Rex team beat their time?





Nemo's California Quest

Nemo navigates swiftly around the reefs: over the coral, through the rocky arches and between the rays, on his way to California with Dory. Can you beat them?

Good for:



- Get into groups of three or four.
- Set up a course with things to climb over, move under, and zigzag around. Just like the reef.
- Stand in a line at the start of the reef.
- On the words "California, here we come!" start the timer.
- Take it in turns to navigate the reef as quickly as possible, until your whole team has made it through the reef to California.
- When you've finished, note the time on the stopwatch.
- Try to beat the fastest score on your 'swim' back.



Water Fountain Leap

Dory is on a mission to find her family and needs to get to the tidal pool as part of her journey. The only path is by leaping onto the spouting water from the fountains. Can you lead the way?

Good for:



- Arrange two lines of water fountains (hoops) near each other.
- Leap from one to another just like Dory.
- When everyone's had a go, see if you can leap with the fountains slightly further away from each other.
- Keep going for as long as you can.



Fluke's Flipper

Fluke and Rudder are fancy with their flippers. How do you compare?

Good for:



- Grab a bouncing ball (sponge football, netball or lightweight basketball). Hold it in your flippers (hands).
- Tap it from flipper to flipper, pass it around your head, then your waist and each leg, before finally rolling it in a figure-of-eight around your feet.
- Bounce the ball on the spot. When you're ready, bounce while you walk.
- Now, it's time to race. Get into two teams and when you hear a sea lion's bark, bounce all the way to a marker and back again. Tag your teammate so they know it's their turn.
- If your team finishes first, celebrate by barking like sea lions and clapping your flippers!



Swim Schooling

Blue Tangs, like Dory, love to swim around – sometimes in a different direction to their friends (shoaling) and sometimes in the same direction (schooling). Splash around too... but, be careful of the undertow!

Good for:



- Label four corners of a large space, north, south, east and west.
- In the space, 'swim' around using breaststroke, front crawl, back crawl or butterfly arms.
- On the words "Shoaling!" swim in random directions, being sure not to bump into your fellow Blue Tangs.
- When you hear "Schooling North, South, East or West!" all swim in that direction.
- If you hear "Be careful of the undertow!" pick up the pace to keep safe.



Dory's Briny Break Out

Dory and her friends have become entangled in some seaweed. Can you work as a team to escape?

Good for:



- Split into two teams. Decide who's Dory on your team.
- Stand in a long row, holding hands with each other. Make sure Dory is at the end.
- Place a piece of seaweed (hoop) on Dory's arm.
- On the words, "Briny break out!" move the hoop along the line, around your bodies, without letting go of your hands.
- The first team to escape their seaweed, is the 'Briny Break Out Champion'!



Loose Limpets

Fluke and Rudder love spending time on their rock, especially because it's covered in limpets. You had better snap them up, before somebody else does.

Good for:



- Quick, get into two teams: Fluke and Rudder.
- Place loads of limpets (football markers) on the floor. Half of them upside down and half the right way up.
- On the words "Loose limpets", Team Fluke: try to turn all the cones the right way up. Team Rudder: try to turn all the cones upside down.
- When you hear "Leave the limpets!" stop still.
- The team that has the most Limpets the way they want them is the winner. Celebrate with a crab-inspired dance!



Blue Tang Teams

Blue Tangs, like Dory, are brilliant buddies. They like to explore the ocean together. How many will be in your Blue Tang team?

Good for:



- 'Swim' around the space using breaststroke, front crawl, back crawl or butterfly arms.
- On the words "Blue Tang team of 3, 4, 5 or 6."
- Get into a group of that size, as quickly as you can.
- Do it again and again. Don't forget to keep count.
- But when you hear "All Blue Tang Buddies!" all get together in one big Blue Tang team.

Extension: KS2 solve the sum to work out the size of your Blue Tang Team, for example $63/9 = ?$



Bailey's Echolocation Hunt

Bailey the Beluga Whale is practising his sonar skills. Now it's your turn. Can you use your sonar skills to help your pals find things at the bottom of the sea?

Good for:



- Choose two searchers.
- While they're not looking, the rest of you need to hide ocean objects around the room – sea shells, sunken treasure, ship wrecks (beanbags, cones, skipping ropes).
- On the sonar signal "Go far, sonar!", the two searchers go hunting for the ocean objects.
- The rest of the class are the sonar – jog gently on the spot. If the searchers move near an ocean object, jog faster. This sonar signal helps the searchers find the objects.

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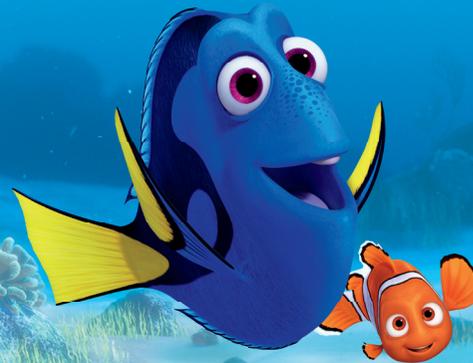
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