ROLL DICE GAME

 DO 1 TOOSHY KICK WITH EACH LEG

 WALK BACKWARDS 2 STEP

GALLOP 3 STRIDES

FRANKENSTEIN WALK 4 PACES

RUN 5 LAPS

MARCH 6 TIMES AROUND THE ROOM

FEEL FREE TO MIX IT UP AND ADD DICE TO BE ACTIVE AND DO MATH, CHANGE THE ACTIONS: SKIP, GIANT STEPS, BABY STEPS, TIP TOE, SIDEWAYS, SPIN AROUND, HOP ON 1 FOOT, JUMP ON 2 FEET

FOR OUR YOUNGER STUDENTS, USE A DECK OF CARDS INSTEAD OF DICE