

POST THE LETTERS



EQUIPMENT

Lots of small pieces of coloured card (the letters), a felt-tip pen (for franking) and a cardboard box (the post box).

Tip: If there are a lot of children, it's a good idea to hand out the cards at the start to avoid too much queuing.



HOW TO PLAY

Choose three players to be the 'postcard shop', the 'post office' and the 'post box'. The other children now have to ride round and send as many letters as they can. First, they ride to the postcard shop and 'buy' a card. Then, they cycle to the post office to get a stamp put on (e.g. by drawing a cross). Finally, they ride to the post box and post the card. Both the post office and the post box move around from time to time and find new places to lurk. The game ends when all the postcards have been sold. You can finish off by counting the cards to show the children how many letters they have sent altogether. It is also fun to 'read out' some of the letters. Use your imagination and make up something funny. If it's somebody's birthday, for example, you might read out a birthday card.

RIDERS PRACTISE

- Solving composite tasks
- Self-confidence
- Orientation ability

IDEAS FOR DEVELOPING THE GAME

Simplification: Make the playing area smaller and have the post office and post box stay where they are.

Development: Introduce more roles, such as more post offices, each with its own felt-tip colour, perhaps. Arrange a team competition to see who can send the most letters.

Variation: Set the children tasks to be completed before their letters are stamped. These might be riding tasks such as making a brake mark with the bike wheel, or school tasks such as sums or spelling.