

# Face Stations



## Objective

Identify parts of the human face and say which part is associated with which sense.



## Equipment

- Hoops: 2 Green, 2 Blue, 1 Yellow, 1 Red
- Cones: Enough to mark out an appropriate playing area.



## Preparation

- Set out a large square in the playground or sports hall with ample room for all participants to move around at different speeds safely. In the large square set out a face using 6 hoops or cones as in the diagram.
- Provide each group with an overview of the different parts of the human face and which senses are associated with each part.
- Demonstrate the different actions for each part of the face and the sense associated with them:  
**Ears** – Stand with legs apart and cup your ears and mime listening to a faraway sound.  
**Eyes** – Stand with legs apart, bring your hand to your eyes and mime using binoculars and looking around.  
**Nose** – Stand with legs apart and take a big breath through your nose.  
**Mouth** – Stand with legs apart and pretend to take a big bite and then rub your tummy.



## Instructions

- Children move around the area. The teacher slowly starts to count down to 10 seconds) and children must choose a part of the face (hoop or coned area) to be based in.
- Once they have chosen a part of the face, the teacher moves around the individual groups and asks them to perform the action associated with their face part.
- The teacher has four different coloured cones behind their back and randomly selects a colour. The group within the area corresponding to that colour is then out.
- When the group numbers become less, set rules on the number of children allowed on each part of the face.



## Other information

- Throughout the game, change the way children travel to the spaces.

