

Key Stage 2 10 x Track Events

40M Sprint

Instructions

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then run as fast as you can to the finish line, marked 40m away from the start line

Layout 40 METRES

S	X		F
Т	X		I
Α	X	••••••	Ν
R	X	•••••••	ı
Т	X		S
			Н

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished.

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line





40M Sprint 2 laps

Instructions

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then Sprint as fast as you can to the end of the 40m track, then turn around and sprint back to the start line.

Layout 40 METRES

S 8	ξ F	X	T
T	ı	X	U
Α	N	X	R
R	ı	X	N
Т	S	X	••••••

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line





40M Sprint 4 Laps

Instructions

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then Sprint as fast as you can to the end of the 40m track, then turn around and sprint back to the start line. Once again turn around and complete these steps again

Layout 40 METRES

S 8	ξ F	X	T
Т	ı	X	U
Α	N	X	R
R	ı	X	N
Т	S	X	
	Н		Complete Circuit Twice

Health | Well-being | School Sport | PE | Physical Activity Supporting South Leicestershire Schools to provide opportunities for all young people



Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Pairs 40M 8 Lap

Instructions

This race will be a pairs event
Wait for the command 'On your Marks, Get Set, Go' then race to
the finish.

Then Sprint as fast as you can to the end of the 40m track, then turn around and sprint back to the start line. Pass the baton to your partner who will do the same.

Layout 40 METRES

S 8	ķΕ	хх	Т
Т	ı	хх	U
Α	N	хх	R
R	ı	хх	N
Т	S	хх	••••••••••
	Н		

Sports Day Covid Secure Activities

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Baton



Health | Well-being | School Sport | PE | Physical Activity Supporting South Leicestershire Schools to provide opportunities for all young people

4x80m relay

Instructions

Pupils will be in teams if 4

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then Sprint as fast as you can to the end of the 40m track, then turn around and sprint back to the start line. Pass the baton to your partner who will do the same.

The race will be complete after every member of the team has completed the 80m

Layout

S	& F	x x x x T
T	I	x x x xU
Α	N	x x x x R
R	ı	x x x x
T	S	x x x x
		Each member of the team runs 40m and back

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Baton





4x80m obstacle relay

Instructions

Pupils will be in teams if 4

Wait for the command 'On your Marks, Get Set, Go' then race to the finish. Then Sprint as fast as you can to the end of the 40m track dodging and jumping the obstcales, then turn around and sprint back to the start line. Pass the baton to your partner who will do the same.

The race will be complete after every member of the team has completed the 80m

Layout

S &	. F :	x x x x T
Т	ı	x x x xU
Α	N	x x x x R
R	ı	x x x x
Т	S	x x x x
	Н	Each member of the team runs 40m and back

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Baton

Obstacles (Hurdles etc)





Football Dribble Relay

Instructions

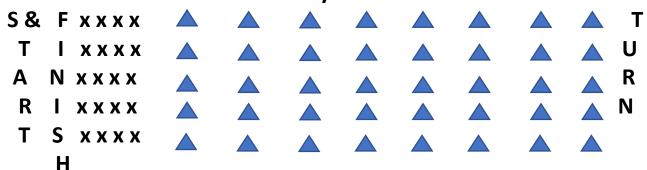
Set out a line of cones around 2 meters apart
Pupils will be in teams if 4

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

The dribble the football in between the cones and back. Pass the ball to your teammate and they do the same.

This will be repeated until all 4 members have completed the relay

Layout



Each member of the team runs 40m and back

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment Cones Football





Egg and Spoon Relay

Instructions

Pupils will be in teams if 4

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then Sprint as fast as you can to the end of the 40m track balancing the egg on the spoon, then turn around and sprint back to the start line. Pass the egg and spoon to your teammate and they will do the same. If you drop the egg put it back on the spoon and carry on. The race will be complete after every member of the team has completed the 80m

Layout

S &	F	x x x x T
T	ı	x x x xU
Α	Ν	x x x x R
R	ı	x x x x
Т	S	x x x x
	Н	Each member of the team runs 40m and back

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Egg & Spoon or Tennis racket &

Ball





Skipping rope relay

Instructions

Pupils will be in teams if 4

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then skip as fast as you can to the end of the 40m track balancing, then turn around and skip back to the start line. Pass the skipping rope to your teammate and they will do the same. The race will be complete after every member of the team has completed the 80m

Layout

S &	F	x x x x T
T	ı	x x x xU
Α	N	x x x x R
R	ı	x x x x
Т	S	x x x x
	Н	Each member of the team Skips 40m and back

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Skipping rope





Sack Race

Instructions

Wait for the command 'On your Marks, Get Set, Go' then race to the finish.

Then jump as fast as you can in your sack to the finish line, marked 40m away from the start line

Layout

S &	F	x x x x T
Т	ı	x x x xU
Α	Ν	x x x x R
R	ı	x x x x
Т	S	X X X X
	Н	Each member of the team jumps 40m in their
		sack and back

Scoring

Record placings by lining children in order they finished the race.

You could give each pupil a number after they complete the race with the place they finished

Equipment

Marked running track – either

with lines or cones

Clearly defined finish line

Sacks







Key Stage 2 5 x Field Events



Timed Hula Hoop

Instructions

Time how long pupils can hula hoop without the hoop hitting the floor

Layout





Scoring

Record the time in which the pupils were hula hooping before the hoop hit the ground

Equipment

Hula Hoop Stop watch





Netball Shot

Instructions

See how many goals pupils can score in a set number of time (your choice for timings) when shooting into a netball post.

This is a team event so pupils should take it in turns to shoot at the post from 1 metre away, one after another.

Layout





Scoring

Record the number of goals scored in the time limit

Equipment

Netball post



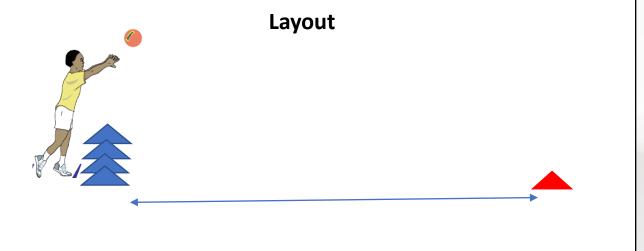


Football Overhead Throw

Instructions

Pupils should throw a football overhead, using a football throwing technique as far as they can.

Place a cone where the ball originally landed (Not where it rolls to) and measure the distance between the throwing line and the cone



Scoring

Record the distance each pupils throws the football

Equipment

Throwing line
Cones
Tape measure
Football





Standing Long Jump

Instructions

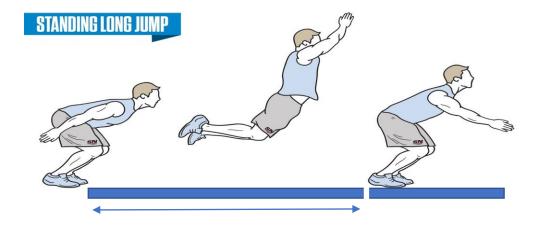
Mark a jumping line with cones

Stand behind the line on two feet, with your toes up to the line

Crouching down and using your arms and legs jump horizontally as far as possible landing with both feet on the ground onto the mat

Have an assistant mark the back point of your foot where you landed on the mat with cone

Measure the distance jumped from the jumping line to the cone **Layout**



Scoring

Record how far each pupil jumps

Equipment
Cones
Measuring tape





Vortex Howler Throw

Instructions

Pupils should throw a football vortex howler, as far as they can.

Place a cone where the howler originally landed (Not where it rolls to) and measure the distance between the throwing line and the cone





Scoring

Record the distance each pupils throws the howler

Equipment
Vortex howler
Cones
Measuring tape



