

PAIR OF SHOES



Fun Movement Games from Your Therapy Source

Your Therapy Source, Inc.
43 South Main Street
Schaghticoke, NY 12154
www.yourtherapysource.com

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DIRECTIONS: To print in color on 8.5 by 11 inch paper click on the print button on your computer. To print in black and white change your printer's properties to print in grey scale. We recommend that you print the games on cardstock. Laminate for durability. To assemble the spinner follow direction on the spinner page.

Poster: Print page 5 and laminate for durability. Hang up on classroom or therapy wall. For a quick movement break, announce to the children that you all will be wearing new shoes. Point to a shoe on the poster to act out. All the children pretend to put on those shoes and move about the room as if they are wearing the shoes. See below for examples of movement.

Examples of Movements for Shoes:

1. Hiking Boots: lift knees high as if climbing a mountain
2. Cowboy Boots: pretend to ride a horse
3. Slippers: shuffle feet along floor as if sleepy
4. Skis: slide feet out to left and right, jump over moguls, bend knees for downhill
5. Ballet shoes: dance gracefully
6. Roller Skates: slide feet out to left and right
7. Sneakers: run fast
8. High Heels: walk on tip toes

How To Play Pair of Shoes with the Spinner:

Print out a game board on page three for each player. Laminate for durability and to use a wipe on/off marker on board. If laminated give each child a wipe board marker.

Player one spins the spinner. Player one moves around the room pretending to wear the shoes that the arrow landed on. For example, if the spinner lands on slippers the child shuffles his feet around the room. Mark an 'X' on the game board over one slipper. Player two now takes a turn. Continue taking turns, spinning the spinner and marking off shoes. The first player to get all 8 pairs of shoes marked off is the winner!

Need a quick warm up activity? Just spin the spinner and children move around room pretending to wear the shoes that the spinner lands on. See examples below.

How to Play Pair of Shoes Memory Game:

Print out cards on pages 6 and 7. Laminate for durability. Cut out the cards. Place face down on the floor. Player one turns over two cards. If it is a match, player one walks around room pretending to wear the pair of shoes. If it is not a match, turn is over. Continue until all matches are found.

How to Play Shoe Store: Directions for game are on the shoe store graph. Once graph is finished discuss with child what shoes had the most spins, the least spins and/or the same spins.

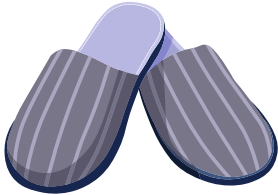
WHAT WILL YOU WEAR?



COWBOY BOOTS: PRETEND TO RIDE A HORSE



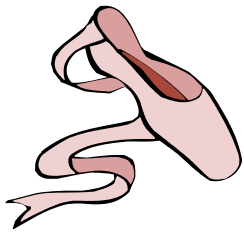
HIKING BOOTS:
LIFT KNEES HIGH AS IF CLIMBING A MOUNTAIN



SLIPPERS: SHUFFLE FEET ALONG FLOOR AS IF SLEEPY



SKIS: SLIDE FEET OUT TO LEFT AND RIGHT, JUMP
OVER MOGULS, BEND KNEES FOR GOING DOWNHILL



BALLET SHOES: DANCE GRACEFULLY



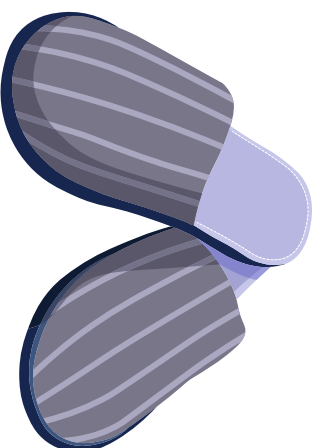
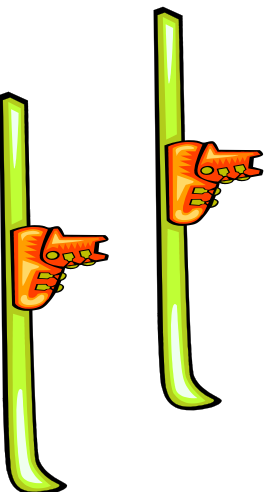
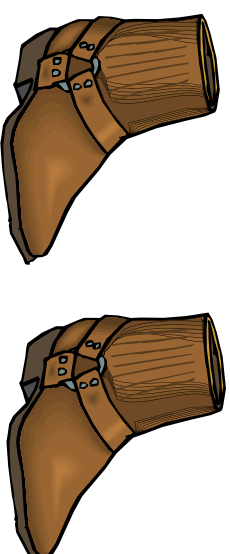
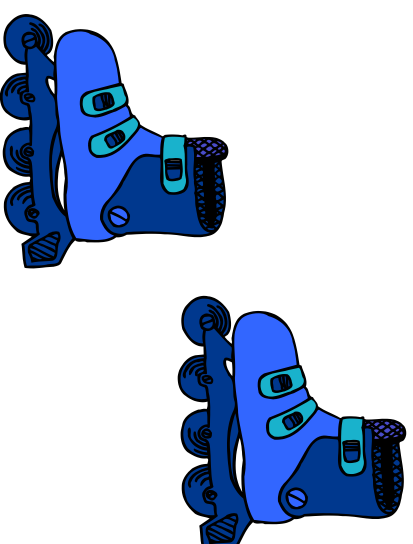
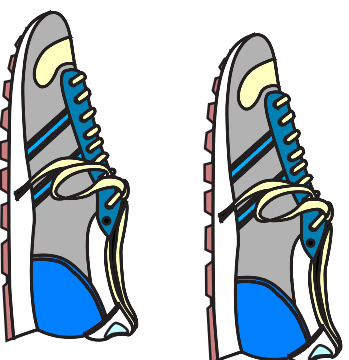
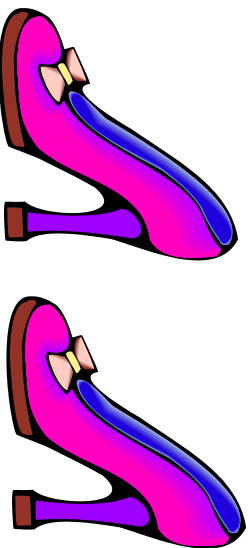
ROLLER SKATES: SLIDE FEET OUT TO LEFT AND RIGHT



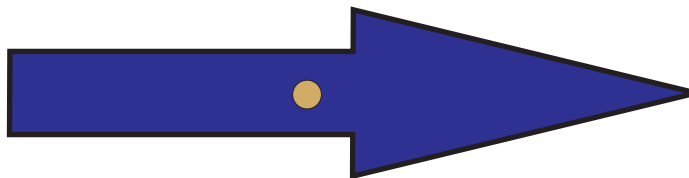
SNEAKERS: RUN FAST



HIGH HEELS: WALK ON TIP TOES

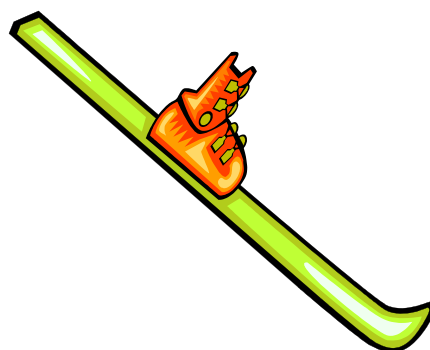
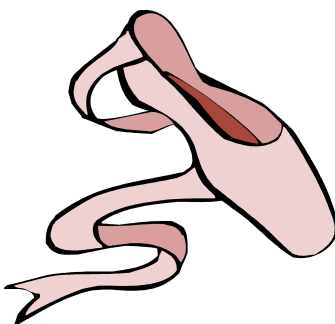
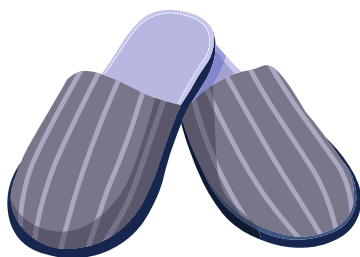


PAIR
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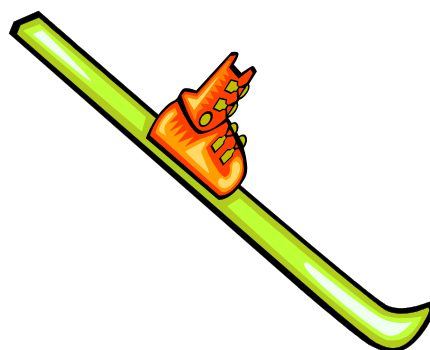
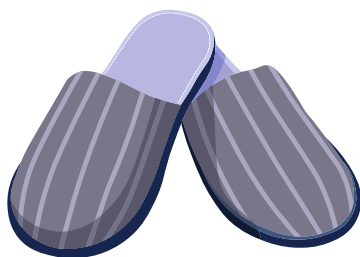


How to assemble spinner. Cut out circle and spinner. Poke hole in circle and spinner at black dots. Place small brad in between holes. Open brad at back of circle. Spin the spinner!

PAIR OF SHOES
MEMORY GAME



PAIR OF SHOES
MEMORY GAME



Directions: Spin the spinner. Move as if pretending to wear the shoe that the spinner lands on. For example - if spinner lands on the roller skate, pretend to roller skate around the room. Color in one box in the roller skate column. Continue to spin, move and fill in the boxes until one row has all of the boxes filled in.

SHOE STORE

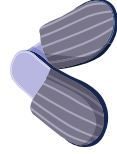
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