






Fun and Games – worksheet #1

Let's learn how to play "Conkers!" Match the instructions to the pictures and then put them in the correct order.


<p>Find a conker you like and make a hole.</p>	
<p>Try to hit your friend's conker with yours.</p>	
<p>Find a Chestnut tree and look for "conkers" (the seeds of the tree) nearby.</p>	
<p>After five tries, it is your friend's turn to hit your conker.</p>	
<p>Put string through the hole and tie a knot in the end.</p>	

The first conker to break or fall off the string loses.



Fun and Games – worksheet #2

Let's learn how to play "Kerby!" Match the instructions to the pictures and then put them in the correct order.

<p>First player to 1000 points wins!</p>	
<p>Find a large, <i>bouncy</i> ball. A football is good, a basketball is better!</p>	
<p>If the ball hits the <i>kerb</i> but you don't catch it, you get 10 points. Then you go to the middle of the road and try again for another 10 points. If you <i>miss</i>, your turn is over.</p>	

If the ball *bounces* back and you catch it, you get 50 points. After this it is the other person's turn.



Find a quiet road with two *kerbs* opposite each other.
Stand on the kerb *opposite* your friend and throw the ball at their kerb.

