

# Colour Dash

## Game overview

A team game focusing on bike control, sharing space, working together with a competitive element. All riders in the same colour team have to return to allocated space first.

## Learning Focus

- Learning bike control and spatial awareness
- Improve communication and teamwork

## Variations

- **Mystery Zone:** Call out a different colour and everyone rides to that zone
- **Elimination Version:** Play like musical chairs – last team to their colour zone is out
- **Smaller Zones:** Make zones smaller or further apart as students improve
- Change up from colour zones to places around the world or in their neighbourhood

## Game Type:

Listening, practicing bike control

## Time

10–15 minutes

## Play area

Court, bike track, or field

## Group size

Whole class or small groups

## What You Need

- Bikes or scooters
- Coloured cones or chalk (to mark zones)
- Whistle or speaker for music
- Optional: coloured helmets or wristbands for grouping



## Safety Checks

- Give clear instructions of the riding area
- Set up the colour zones away from walls or other obstacles
- Reinforce safe riding: no bumping, braking safely
- Encourage looking ahead

## How to Play

1. Split students into colour teams – use wristbands, helmets, or just call out groups (e.g. “Red Team, Blue Team”)
2. Mark out a zone on the court/track for each team using cones or chalk
3. Riders pedal freely around the set space (can play music while students are riding)
4. Teacher blows the whistle or stops music
5. Each rider must return quickly to their colour zone
6. The first full team to arrive in their zone earns a point
7. Repeat rounds keeping track of points
8. Declare the winning team

## Teaching tips:

- Encourage communication: “Check your team! Who are we missing?”
- This game is great for using clear visuals, structure, and team-based play
- Mix up teams or zones every 2–3 rounds for variety
- Optional music adds excitement but can also be played with just a whistle

