

Obstacle Game

Game overview

Teachers or students design an obstacle area on a bike track or court areas. Helps to build balance, control, problem-solving, and manoeuvring skills and gives a new life to a familiar track/riding area.

Learning Focus

- Designing and testing a concept
- How to do different bike skills e.g. manoeuvring
- Confidence building
- Develops leadership and teamwork

Variations

- Adapt obstacles for scooters or different ability levels
- Set up alternative lines for riders who need a simpler version
- Focus on coasting or slow riding challenges for added control

Game Type:

Bike control & skills challenge

Time

10–20 mins

Play area

Bike track

Group size

Whole class or small groups

What You Need

- Bikes/scooters
- Helmets, cones, chalk, ropes, ramps, tyres – anything safe you can ride around or over



Safety Checks

- Use obstacles that won't get caught in the wheels
- Allow one rider at a time through the obstacle areas
- Have a start/finish zone

How to Play

STEP 1: Plan and design the course

- Students help choose and place obstacles along the bike track or around the court space
- Encourage creative thinking and different skill-based obstacles

STEP 2: Test and adjust

- Students ride through the obstacle course. Can everyone get through safely? Is it too easy or too hard?
- Make adjustments as needed

STEP 3: Re-run or redesign

- Let students try the course again or redesign it for even more challenges

Teaching tips:

Ask students to reflect:

- “Which part of the course helped you practice control?”
- “What would you change next time?”
- How would you design the course and set it up?
- Works well as a class challenge or a reward session

