



Circle Partners

Educational and Enrichment Resources for Remote Learning

Children's Museum of Cleveland

Title: Noun & Verb Gross Motor Game

Topic: LA

Target audience: (Check one)

Individual learners: grade level(s): Physical well-being and motor development; Small Motor Pre-K; SS1
Language and Literacy; Listening and Speaking; Pre-K, Grade 1

Caregivers/families/parents

2-3 sentence overview:

Learn the difference between nouns and verbs, and then take that knowledge to create your own game where you can act out the difference between the two.

Activity Type: (Check all that apply)

Indoor

Outdoor

Physical Activity

Creative Activity

Research Activity

Technology levels:

For those with full online capabilities, access the following links:

[Click or tap here to enter text.](#)

For those who can read resources online or download PDFs:

[Click or tap here to enter text.](#)

For those who have limited online capabilities, please see attached

[Click or tap here to enter text.](#)

Learning extensions: Please include any other books, videos or other resources.

Click or tap here to enter text.

DIY Your Own Noun or Verb Gross Motor Game

boat	crawl
pizza	spin
cow	run
shoe	jump

Ohio Learning Standards

Physical well-being and motor development; Small Motor

Pre-K; SS1

Language and Literacy; Listening and Speaking; Pre-K SS1

Materials Needed:

- Paper
- Pen / Pencil

First, create your cards! Write four nouns and four verbs, eight cards total, but you can write as many as you'd like. Remember: Nouns are words that are people, places, or things. Verbs which are action words.

It can help to keep your nouns and verbs really basic and super clear. Pick verbs that are easy to act out and choose nouns that are very obviously people, places, or things.

The number of nouns and verbs doesn't have to be even either. It's totally up to you and you can always add more cards or take some away as needed.

Get Outside and Play Your Noun or Verb Gross Motor Game

The rules are simple.

Kids stand behind the starting line and the person saying the words stands a good distance away. The person saying the words is the finish line.

Set the kids up at the start line, waiting for that first word to be called.

Call out the first word.

If the word is a noun, the kids should call out "noun." But they don't move a muscle!

For example, if you called out "boat," the kids would stay put.

If the word is a verb, then the kids say "verb." Then, the kids should do that action to move forward.

If you called out "crawl," the kids began crawling toward you.

If the next word called out is a noun, kids should shout "noun" and then stop moving. But if you call a verb word, they should switch actions after yelling "verb."

If you call out the word "cow" the kids stopped crawling, stood up, and said, "noun."

Then you call out "jump" since it was a verb, they began jumping toward me.

Keep playing until the kids reach the finish line (the person calling out the words).

If you want to make the game longer, change from verbs to nouns more quickly or add in more nouns. For a shorter game, have them act out the verbs for a longer period of time so that they move toward you faster.

If your kids are old enough and well-versed in nouns and verbs, switch roles and have a child be the caller. The adult should play along saying noun or verb and moving.