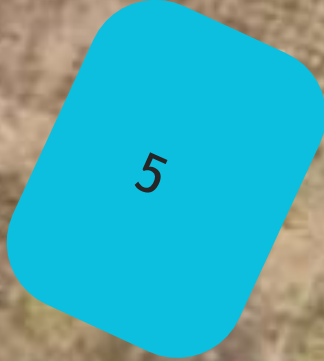
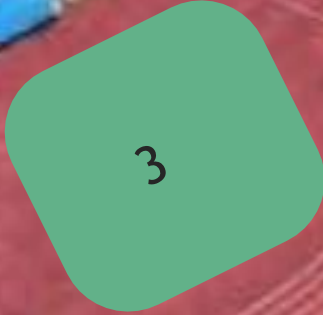


SPORTS NEWS

2 October 2025



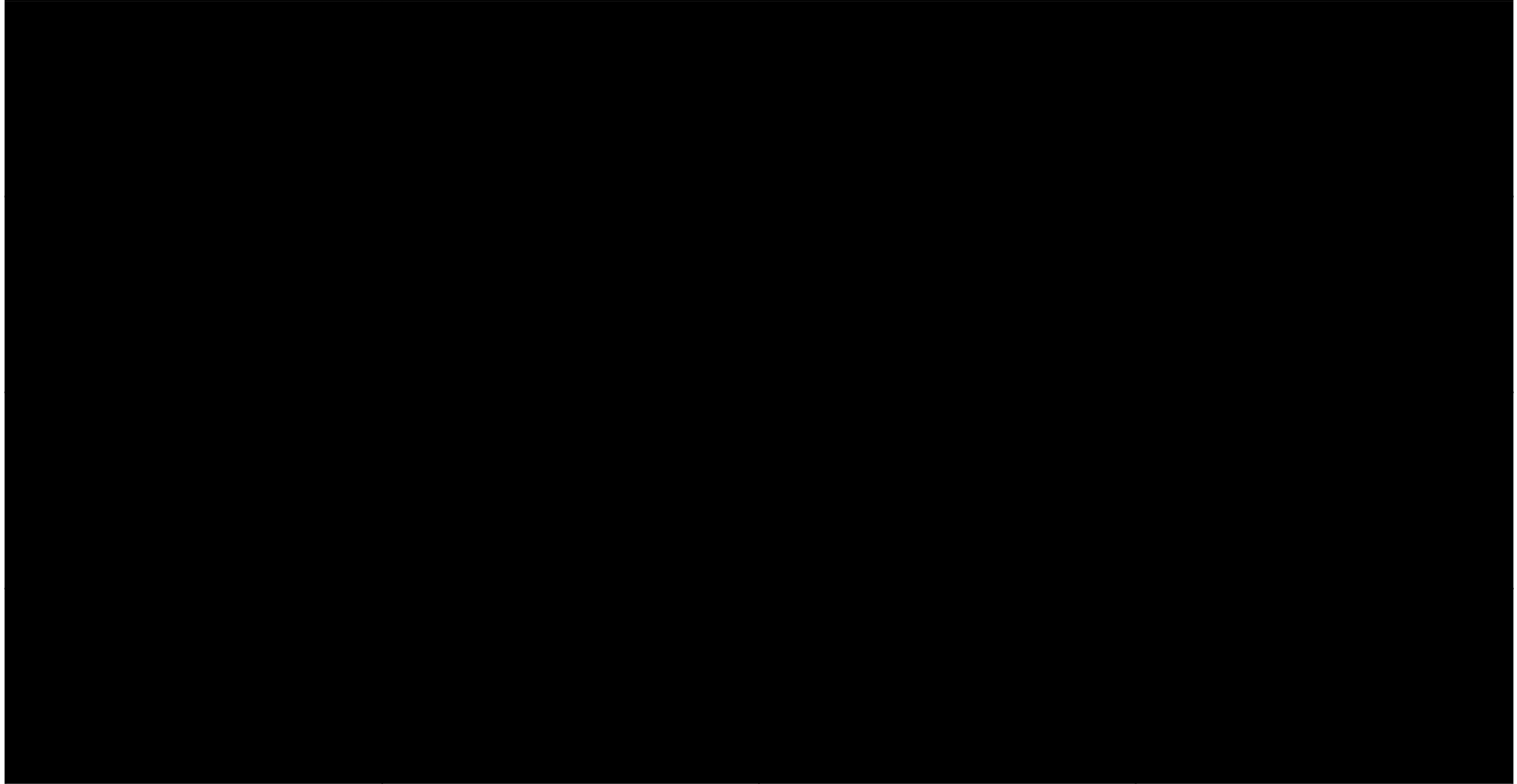
P1/P2 WORKSHOPS



Camporini
Campionato

Google

P1/P2 WORKSHOPS



RULES AND TEACHERS/PARENTS P1/P2 WORKSHOPS

1	2	3	4
Alessandro Russo Taies + Tamara Mascarello	Julia Payne + other teacher or EN parent	Giuseppe Casamassima + Orsola Mautone	?
VORTEX	SILLY RACES	PARACHUTES	FOOTBALL
The pupils are divided into two teams. They must throw two vortexes each in pairs into one of the three designated areas. Area 1: 1 point, area 2: 2 points, area 3: 3 points.	Children will be split into groups and take part in 3 different relay races (potato and spoon, dressing up and bean bag on the head balancing)	The aim of the game is to bounce a ball as high as possible while catching it in the parachute. Players hold the parachute at waist height. A ball is placed in the centre of the parachute. Players gradually increase the pace to make the ball fly.	The group is divided into four teams. Two football pitches. Two teams play traditional football on one pitch.

RULES AND TEACHERS/PARENTS P1/P2 WORKSHOPS

5	6	7	<i>The End</i>
Eva Cermak + Malor Schoeneberg	Janne + Ester	TEAM TEACHERS	/
KANGAROO JUMPING	RHYTHM STICK ACTIVITY	FLASHMOB	FLASHMOB TOGETHER
<p>The group is divided into two teams. Two children compete against each other by hopping a specified distance with their feet together (the start and end points are marked with a rope). They hold a bucket in both hands, which contains a cuddly toy. If it falls out, they must stop hopping and put it back in the bucket.</p>	<p>The teacher demonstrates first, and the children will copy the rhythm...</p>	<p>The video will be on the iPad. You watch it with the pupils and learn the steps.</p>	<p>After the workshops, each teacher stays with their team and we meet in the middle of the stadium (on the pitch) to perform the flash mob together.</p>

P3 / P4 / P5 WORKSHOPS





A

G

F

B

C

D

E

P3/P4/P5 WORKSHOPS

Stadio di Atletica
"G. Bellorini"

Google

RULES AND TEACHERS/PARENTS P3/P4/P5 WORKSHOPS

A	B	C	D
Audrey Bechirian + ?	Mamolitti, Sarah Rhodes, Catia Celia, Christina Mento	Sarah Nidoli, Giuliana Mak, Denisia Cercelletta, Massimo Dioguardi Burgio	?
MASTERMIND	HOCKEY	HULA HOOPS RELAY	SALTO TRIPLO / TIRO ALLA FUNE
<p>Before starting the game, the adults choose a colour combination which they keep secret. When the signal is given, the first player in each team takes a cup, runs and places it in the colour zone. Once placed, they return to their side and the second player does the same, and so on for each player.</p> <p>Once all the colours have been placed, the adult must validate the combination. If it is not correct, the players take turns running into the playing area and moving a colour until the adult validates the combination. A colour that is placed in the correct position is validated by the adult by placing a marker in front of it. The team that manages to find the adult's correct colour combination before the opposing team wins 1 point.</p>	<p>The rules will be explained by the teachers present at the workshop.</p>	<p>The children stand in a line holding hands and must pass a hoop from the first child to the last without ever letting go of each other's hands, but passing their entire bodies through the hoop. The winner is whoever finishes first.</p>	<p>For tug-of-war: pupils will be divided into two teams and will have to pull the rope onto their side. As soon as the scarf is in the designated area of one of the two teams, they win the point.</p> <p>For the long jump: from the designated starting area, the pupil will run as fast and as far as possible into the sandpit. They must not cross the designated line with their feet.</p>

RULES AND TEACHERS/PARENTS P3/P4/P5 WORKSHOPS

E	F	G	<i>The End</i>
Alina Pahl - Tom Bailey	Cristina - Magda	TEAM TEACHERS	/
TOWEL RACE	RELAY RUN WITH OBSTACLES	FLASHMOB	FLASHMOB TOGETHER
2 teams, the children stand in pairs facing each other and hold a towel together on each side. The ball is carefully passed to the next pair holding a towel, i.e. from towel to towel. If the ball falls, they have to start again from the beginning. Variation: The first pair runs to the end to pass the ball, then the second, etc.	<p>For tug-of-war: pupils will be divided into two teams and will have to pull the rope onto their side. As soon as the scarf is in the designated area of one of the two teams, they win the point.</p> <p>For the long jump: from the designated starting area, the pupil will run as fast and as far as possible into the sandpit. They must not cross the designated line with their feet.</p>	The video will be on the iPad. You watch it with the pupils and learn the steps.	After the workshops, each teacher stays with their team and we meet in the middle of the stadium (on the pitch) to perform the flash mob together.