## Challenge Card 1

Top tip: Bend your knees to

help you balance.

Be ready to stop, if anyone

else crosses your path!

C1: Gliding

1. How far can you glide?

2. Give one big push and glide.

3. Try standing with both feet on the scooter and see how

far you can go.





### Challenge Card 2

### C2: Using the other foot

- 1. Use your favourite foot on the scooter and stop.
- 2. Now try using your other foot to push the scooter.

**Top tip:** It feels difficult and strange at first, but soon you will become just as good pushing with either leg. You will be able to scoot for longer.









## Challenge Card 3

### C3: Changing feet as you scoot

- 1. Push off with one foot and then place both feet on the scooter as you glide.
- 2. Now put the other foot down to do your next push and glide. Repeat again.
- 3. Can you find a good "rhythm" to scoot
- e.g Scoot right foot,

glide feet together, scoot left foot, glide feet together, scoot right foot.... Etc.

Top tip: You will be able to scoot for longer if you use both feet.



right foot



Glide together



right foot

#### Extension:

- When you turn left-try pushing with your left foot.
- When you turn right-try pushing with your right foot.





## Challenge Card 4

### Challenge 4: Quick braking

- 1. Can you press the brake on the back wheel with one foot (with your pushing foot).
- 2. Now without looking down, see if you can brake more quickly, by stretching your arms backwards and bending your legs slightly
  - this puts more of your weight over the back wheel and ensures the scooter slows up even more quickly.

#### Extension:

 Can you press the brake on the back wheel with your other foot (with your pushing foot).



**Top tip:** Always brake with your pushing foot. Using the brake on the back wheel takes a bit of practice.





## Challenge Card 5

### C5: Looking behind as you scoot, before you turn corners

- 1. Can you scoot round a course, or round the edge of the playground each time you are about to turn a corner, check over your shoulder, in the same direction as you are about to turn right shoulder for a right turn, left shoulder for left turn.
- 2. Try the course clockwise
- 3. Now try the course anti clockwise.



Top tip: Turning your head helps you turn the corner.

It also ensures you can see if someone is about to overtake you







## Games Card 1

### G1: Glide race two or more

- 1. Challenge your friends to a Gliding race!
- 2. One great big push and see who gets the furthest.
- 3. Try swapping scooters and see which scooter is the best one to glide on.
- 4. Now try and use the other foot.
- 5. Can you measure how far you can glide?

Top tip: Bend your standing leg so you get a really big push off.





### Games Card 2

### Challenge 2: Under the branches (1 plus a helper)

- 1. Teacher or Young Leader to put their arm out low (like a branch on a tree) Can you scoot along and duck under their arm.
- 2. Try varying the height of the branch
- 3. Can you create a Scooterbility course where you have to duck under different size branches?

Top tip: Lean back as well as ducking down.





Start



### Games Card 3

#### C3: Look out!

- 1. Set up a follow my leader group. The one at the front can look behind and gain eye contact with the person behind.
- 2. The 2nd person looks back and passes eye contact to the 3rd .... Etc all the way down the line.
- 3. Challenge yourself to see if you can pass the eye contact from the back of the line to the front -harder to do!











## Games Card 4

### C4: Funnel (2 or more)

- 1. Set up two diagonal lines of cones to make a gap (2m apart) big enough for 2 scooters to scoot through.
- 2. Set up in pairs to go through at the same time -You can both scoot back on the outside of the funnel back to the beginning to meet again.

Extension: Gradually decrease the gap!

**Top tip:** Be aware of how fast your partner is scooting and try to match speeds to go through the gap together.
Use your peripheral vision.

