

# HONEYCOMB

## ACTIVITY

Rules: Starting on one of the blue shaded hexagons, your task is to make it across the the green shaded hexagon completing the task before moving to the next hexagon. The path you chose is up to you. See the diagram for an example. Land on a School Games hexagon then you can chose something fun and interesting. After completing a task/ hexagon, why don't you colour it in!



S  
T  
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T

Go for a walk	SCHOOL GAMES	Dance to a song	Make a den	Have a picnic in your den	Go for a cycle	Create a obstacle course	Go on your scooter
Create a game in the garden	Play a game in the garden	Play garden fence tennis	Go on your scooter	Do 100 of something	Go bug hunting in the garden	SCHOOL GAMES	Go for a walk
SCHOOL GAMES	Go for a cycle	Create a obstacle course	Play a game in the garden	Go for a walk	Wash the car	Play garden fence tennis	Do 100 of something
Make a den	Have a picnic in your den	Do 100 of something	SCHOOL GAMES	Go bug hunting in the garden	Go on your scooter	Go for a cycle	Wash the car
Go on your scooter	Dance to a song	SCHOOL GAMES	Play garden fence tennis	Go bug hunting in the garden	Create a obstacle course	Dance to a song	SCHOOL GAMES

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