

Game Lesson 2 : Colouring In

To colour in and talk about a chosen Nutri character



Objective:

Colour in images of Nutri Troopers and Nutrians which includes Flora, Mentorch etc (write out list). This activity gives both teacher and child an opportunity to engage with each character from the Nutri Troop academy and Obi City. Children can talk about them as they colour them in. Afterwards, these can be displayed on walls or students can take them home.

Equipment:

Black and white A4 pages with outlines of Nutri Troop characters

Colouring crayons

Playing cards

Instructions:

At the start of you can hold up each A4 sheet and talk about the characters. You could ask questions like what do they like to eat and what exercise do they like to do.

Maybe given students a sheet each rather than given them a choice to avoid arguments.

Place playing cards on each table so students can see the colours of every character and chose colour crayons correctly.

Outcomes:

- Improving fine motor skills, like pencil grip, and handwriting
- Developing spatial awareness
- Stimulating creativity
- Encouraging patience and relaxation
- Developing colour recognition, the more different colours and hues used
- Developing language awareness
- Developing concentration as you focus on colouring

Creating A Nutrian

1 Pick A FoodGroup

Each Nutrian is part of one of the four healthy Food Groups, each with it's unique abilities that influence the way they look.

- **Carbs:** Speed/Stamina
- **Protein:** Strength
- **Dairy:** Defense
- **Fruit & Veg:** Health



2 What's the Animal?

When making a Nutrian we find real-life examples of animals that possess the physical appearance of the chosen ability.

Then we create a design based on a mixture of all these traits.

3 Power Up

Each Nutrian gives a special power to their Troop Member.

These Powers include Super-speed, forcefields, Invisibility and Super Strength to name a few.

What powers do yours have to offer?



























