# ROLL INTO FITNESS GAME GUIDE



#### **Materials:**

Dice (one per player)

#### Setup:

Print and distribute the activity cards to each player. Some players may have the same card.

#### **Solo Play:**

Select an activity card and roll the dice. Match the number on the dice to the fitness movement listed on the card, then perform that movement for 30 seconds. Once each number has been rolled, pick a new activity card and continue playing.

#### **Group Play (two or more players):**

Players take turns rolling a dice. After each roll, the player should match the number on the dice to the fitness movement listed on their card, then perform that movement for 30 seconds. Play five rounds, then switch activity cards with your partner or another player in the group, and play another five rounds.

#### **Double Dice (two or more players):**

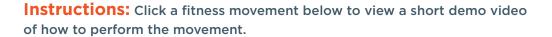
Players take turns rolling both dice. After each roll, the player should match the numbers on the dice to the fitness movements listed on their card, then perform both movements for 30 seconds each. If a player rolls doubles, their partner or another player of their choosing must perform the fitness movement. Play five rounds, then switch activity cards with your partner or another player in your group, and play another five rounds.







# VIDEO REFERENCE SHEET





Air	Calf	Ice	Push Ups	Speed
Drumming	Raises	Skaters		Hand Walks
Air	Crab	Inch	Seal	Spider
Jump Rope	Toe Touch	Worms	Jacks	Lunges
Air	Duck	Kickouts	Seated	Squat
Punches	Walk		Heel Drops	Jumps
Bridge	Flamingo	Mountain	Shoulder	Twists
Pose	Stretch	Climbers	Taps	
Butt	High	Plank	Seated	Side
Kickers	Plank	High 5's	Flutter Kicks	Lunges







### **ACTIVITY CARD**

Instructions: Roll a dice to determine which fitness movement to perform for 30 seconds. Click a fitness movement below to view a short demo video of how to perform the movement.

















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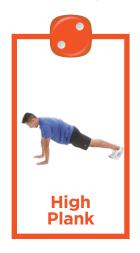




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