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Rock and Roll Brain Breaks

How It Works:

Two rolls are necessary to play this game.

The first roll indicates the number in the vertical column.

The second roll indicates the number in the horizontal column.

You perform the action in the box associated with the two columns.

Example:

You roll a 2 on your first roll. Your second roll you roll a 4.

You would perform the action x20 Jumping Jacks

Optional:

Make it a game by coloring in the box once you've completed the action. If you land on a box that has already been colored in you lose your turn. The winner has the most boxes colored in at the end of the game.

Run In Place Balance On High Squats x15 xl5 Jumps Forward x30 Seconds Marches x30 Arm Circle One Leg x30 Seconds xl5 Tip Toe Walk Heel Walk Right Foot Jumping Left Foot Lunges xl5 x30 Seconds x30 Seconds Hops xI0 Jacks x20 Hops xI0 Backward Spin xI0 Twist xl5 Gallop x20 Touch Your Body Wiggle **Arm Circles** Seconds Toes and x30 Seconds xl5 Hold Side To Side Up and Down Wall Up and Forward Skip x20 Push-Ups xI5 On Your Toes Down on Jumps x15 Backward Seconds x20 Your Heels Jumps x15 x20 Side Steps Backward Frog Hops Elbow To Clap, Snap, Free Dance x20 Seconds Walk x20 x30 Seconds x15 Opposite Spin xl5 Seconds Knee xl5 Shoulder Chicken Shoulder Climb in Floor Sky Touches Blade Wings x20 Circles x20 Place x20 Touches x20 x20 Squeeze x20 Seconds



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