

MATCH READY

Get your class focused with this football-inspired movement routine!

TIME	2-5 mins	RESOURCES	N/A	PREPARATION	< 5 mins
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CLASSROOM MOVEMENT ROUTINE TO BOOST ENERGY AND FOCUS.

KS2

ACTIVITY

Guide pupils to complete simple movements from beside their desks.



20 SIDE STEPS



20 TOE TAPS



10 ARM SWINGS



10 BALANCE HOLDS

BREATH, MOVEMENT AND MINDSET TO HELP STUDENTS REFOCUS.

KS3

ACTIVITY

Guide students in a mindfulness activity to support focus.



**60 SECONDS
4-4-8 BREATHING**

- Breathe in for 4, hold for 4, breathe out for 8



**30 SECONDS
LIGHT STRETCHING
FROM SEATED POSITION**



MINDSET CHECK-IN

- "What is my goal for today/this lesson?"
- "What is my 'first-touch' today/this lesson?" (first small action to start the day well)
 - "What can I control right now?" (e.g. effort, attitude, reaction)
- Students can write, share with partner, or share with class

SUPPORT

- Adjust the activity appropriately to accommodate pupils with physical access needs
- Offer seated or low-impact alternatives
- Reduce duration if needed

EXTEND

- Class could record a 'streak' to perform this activity every day throughout the tournament
- Students or staff introduce new movements and techniques to try
- Students lead the routine for the class

WORLD CUP BINGO

Create a new way to enjoy matches, encourage family viewing and conversation.

TIME	RESOURCES	PREPARATION
N/A - Homework task	Printable bingo cards	5-10 mins



ACTIVITY

Students play World Cup Bingo when watching a match at home or in school.

Each square highlights something to spot during the game - from goals and celebrations to crowd moments and commentary phrases.

Students tick off moments as they spot them. First to complete a row, or full card, wins.

SUPPORT

- Play in pairs or small groups
- Use a simplified bingo card with fewer squares
- Teacher models key vocabulary (e.g. hat trick, penalty, mascot)
- Show match highlights in school:
<https://www.bbc.co.uk/iplayer/episodes/m002gjj0/fifa-world-cup-2026>
<https://www.fifa.com/en/tournaments/mens/worldcup/canadamexicousa2026>

EXTEND

- Students create their own bingo cards
- Classes combine cards to create a whole-school challenge
- Use bingo tournament-long to track bigger moments (e.g. hat-trick, penalties, comeback)

BINGO CARD

Printable worksheet.

KS2

CROWD SINGING

**GOAL IN THE FIRST
10 MINUTES**

**LONG PASS
ACROSS PITCH**

PENALTY

**MANAGER
CELEBRATING**

**SHOT HITS
THE POST**

**FANS IN
FANCY DRESS**

A DRAMATIC SAVE

CORNER KICK

**A PLAYER CELEBRATES
GOAL WITH A DANCE**

SLIDE TACKLE

GOALLL!!!

BINGO CARD

Printable worksheet.

KS3

**FANS
SINGING**

**GOAL IN
THE FIRST
10 MINUTES**

**LONG PASS
ACROSS PITCH**

FREE KICK

**MANAGER
CELEBRATING**

GOALLL!!!

HAT-TRICK

**FANS IN
FANCY DRESS**

SUBSTITUTIONS

**GOAL IN
EXTRA TIME**

GOAL KICK

A HEADER

SLIDE TACKLE

**A DRAMATIC
SAVE**

VAR CHECK

**COMMENTATOR
RAISES THEIR
VOICE**

**PLAYERS
HIGH-FIVE**

CORNER KICK

PENALTY

**A SKILL MOVE
OR TRICK**

SEND BINGO CARD

Printable worksheet.



GOALL!!!

CROWD CHEERING

**PLAYER
CELEBRATES**

**GOALKEEPER
CATCHES BALL**

**FANS IN
FANCY DRESS**

VAR CHECK

MY WORLD CUP MOMENT

Explore how football creates memories that connect communities and generations.

TIME	RESOURCES	PREPARATION
20-40 mins	Printable interview prompts	5-10 mins

ACTIVITY

Students interview a relative, teacher or friend about a memorable football moment and reflect on why it mattered, how it made them feel and how it brought them together with others.

SUPPORT

- Provide structured interview prompts
- Allow paired discussion before sharing
- Offer an in-class alternative if home interviews are not possible (e.g. teacher shares a sporting story, or students interview each other)
- Students draw (KS2) or film (KS3) the story

KS2

EXTEND

- Students present their story to the class
- Create a class display of 'World Cup Moments'
- Students compare stories from different generations
- Discuss how sport connects generations and communities
- Students share memories of other events that brought their community together (e.g. sport, national commemoration, community events). Discuss the benefits of community cohesion, inclusion and participation

KS3

MY WORLD CUP MOMENT

Printable worksheet.

Talk to someone at home about a sporting moment they remember. It could be a World Cup, another football tournament or any memorable football match. Ask the questions below and share their story.

KS2

WHICH SPORTING EVENT DO YOU REMEMBER?

WHO WERE YOU SUPPORTING?

WHERE WERE YOU WATCHING IT?

WHAT HAPPENED?

WHY WAS IT EXCITING?

HOW DID YOU FEEL?

DO YOU STILL REMEMBER IT NOW? WHY?

MY WORLD CUP MOMENT

Printable worksheet.

Interview someone at home about a sporting moment they remember. Find out why it mattered and how it brought people together.

KS3

WHICH SPORTING EVENT DO YOU REMEMBER?

WHO WERE YOU SUPPORTING, AND WHY?

WHERE WERE YOU WATCHING IT?

WHO WERE YOU WITH?

DID IT BRING PEOPLE TOGETHER? HOW?

MY WORLD CUP MOMENT

Printable worksheet.

WHAT WAS THE ATMOSPHERE LIKE?

HOW DID PEOPLE REACT OR CELEBRATE?

DID IT MAKE YOU FEEL PART OF SOMETHING?

WHY DO YOU THINK THIS MOMENT STAYED WITH YOU?

GOALLLL!!

Encourage teamwork and creativity by creating a goal celebration with your class.

TIME	RESOURCES	PREPARATION
15 mins	N/A	< 5 mins



ACTIVITY

Students work in small groups to create their own goal celebration.

1. Highlight well-known goal celebrations from England strikers:

Rashford – point to the head

Kane – low fist pump

Saka – shrug

Bowen – DJ x spiderman

Others – knee slide, arms outstretched, 'crown me', 'the pulse'

2. In small groups, students create a short action to perform when England scores. Encourage students to use the player examples as inspiration to show their unique identity – they can be simple, creative, personal or crowd-pleasing.

3. Each group creates a short celebration (3–5 seconds) and practises together.

4. Perform for the class.

Optional: class votes for a favourite.

SUPPORT

- Provide simple examples (jump, clap, high five)
- Allow seated or low-movement celebrations
- Groups can copy and adapt an existing idea

EXTEND

- Groups create a celebration with a theme (teamwork, respect, unity)
- Students explain the meaning behind their celebration
- Winning celebration becomes the class 'goal celebration' for the tournament

WORLD CUP SUPER STATS

Build knowledge of teams and players.

TIME	RESOURCES	PREPARATION
30-60 mins or homework	Printable template cards	5-10 mins

ACTIVITY

Students create their own World Cup Super Stats player cards. Each card includes key information and one or two simple 'ratings'. Pupils can compare cards in pairs or collect them as a class set.

LOWER KS2

- Pupils design a dream player highlighting key facts about their speed and skill

KS2

UPPER KS2

- Give each pupil an England player to research
- Students create cards and compare stats by selected categories

SUPPORT

- Allow pupils to draw players instead of writing research
- Allow pupils to create imaginary/dream players or invent statistics

EXTEND

- Create a class collection
- Design cards for different teams

- Give each student an England player to research
- Students create cards and compare stats by selected categories

KS3

SUPPORT

- For non-football fans, encourage research about interesting facts about players' journey to playing for England, focussing on their home community and key people who have supported them. Students could create a poster, fact-file or produce a piece of creative writing

EXTEND

- Students create full team sets
- Design cards for different countries
- Students conduct research to gather data from each others' cards and create bar charts for different categories, e.g. goals scored bar, age, height

WORLD CUP SUPER STATS

Printable worksheet.

Research an England player and create a Super Stats card!

KS2

PLAYER NAME	COUNTRY NAME AND FLAG	POSITION
PLAYER IMAGE		
FUN FACT OR KEY QUOTE		
HEIGHT	AGE	GOALS

WORLD CUP SUPER STATS

Printable worksheet.

Research an England player and create a Super Stats card!

KS3

PLAYER NAME	POSITION	AGE
COUNTRY	CLUB	HEIGHT
PLAYER IMAGE		
CAPS FOR ENGLAND	GOALS / ASSISTS	SPRINT SPEED (MPH)
MAJOR TROPHIES WON	VALUE	MYSTERY FACT

CHASE THE CUP

An adaptation of a sweepstake. Each class is allocated a World Cup team to follow. Classes earn points when their team wins, but can also gain points for tournament engagement – meaning every class can stay involved throughout the tournament.

TIME	RESOURCES	PREPARATION
N/A - intermittent throughout tournament	Printable resource	15 mins



HOW IT WORKS

Allocate each student OR class a team. Track points on a shared leaderboard. Update regularly throughout the tournament.

EXAMPLE POINTS - SEE FULL DISPLAY ON PRINTABLE WORKSHEET

+3 if your team wins a match, +2 for creating a country-specific chant or celebration, +2 for learning a football fact, +1 for watching any match highlights in school, +1 when someone watches any match at home.

SUPPORT

- Run as a whole-class activity rather than individual
- Provide a simple leaderboard template
- Limit to 2–3 point opportunities

EXTEND

- Students take responsibility for updating scores
- Classes share progress in assemblies
- Create a whole-school winner at the end of the tournament

CHASE THE CUP

Printable worksheet.

KS2

KS3

RANK	STUDENT/ CLASS	TEAM NAME	POINTS GAINED	TOTAL

CHASE THE CUP POINTS

TOURNAMENT ENGAGEMENT	• +1 class watches highlights • +1 spotting something on bingo card
TEAM PROGRESS	• +3 if your team wins • +2 draw • +1 team scores • +5 if your team reaches next round
MOVEMENT	• +1 complete Match Ready activity • +1 play football at break
COUNTRY LEARNING	• +1 learn a fact about your country • +1 learn greeting in country's language • +1 draw country flag • +1 show country on global map • +2 name all countries and water bodies neighbouring your country
CREATIVITY	• +3 create player card • +2 create a chant • +2 create goal celebration
COMMUNITY / DISCUSSION	• +1 interview completed • +1 share a family football story • +1 class discussion about football and belonging

FOOTBALL ACROSS THE CURRICULUM

Use the World Cup as inspiration for curriculum-linked learning.

TIME	RESOURCES	PREPARATION
15-60 mins	N/A	15-30 mins

Maths: Students count goals scored in a set of matches, and create a simple bar chart.

English: Students write a short match report using sentence starters (Who played? What happened? Final score?).

Science: Students test how far a ball travels when kicked gently vs. harder.

Geography: Locate three World Cup nations on a map and draw their flags.

History: Students place key World Cup years on a simple timeline.

Modern Languages: Learn how to say "hello" from three different participating countries.

Art: Design a World Cup poster using colours and flags.

Music and Drama: Students create a layered stadium sound using rhythm and voice.

Technology: Design a nutritious pre-match meal for an England player (link to this quiz as a starter: <https://www.Englandfootball.com/participate/greater-game>).

KS2

Maths: Calculate goal averages from sample match data and compare teams.

English: Write a short piece of commentary for a key moment in a match.

Science: Investigate aerodynamics of shapes - a football vs. other shapes.

Geography: Research one participating country and share a range of human and physical facts.

History: Research how the World Cup has grown over time (teams, locations).

Modern Languages: Learn football vocabulary from a participating country.

Art: Design a team badge or tournament logo.

Drama: Perform a pre-match team talk or a post-match interview.

Music: Create an England goal celebration song which builds excitement for fans and players.

Technology: Research different materials used to make footballs, and how they affect speed, bounce and aerodynamics.

KS3

WORLD CUP TAKEOVER!

Turn existing school events into World Cup experiences.

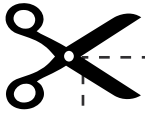
TIME	RESOURCES	PREPARATION
N/A	N/A	+ 1 HOUR

SPORTS DAY IDEAS	SUMMER FAIR IDEAS
STRUCTURAL • Each house is given a World Cup nation-name for the day • Opening ceremony with country flags • Stadium-style warm up before events • Half-time show (music or dance) COMPETITIVE ACTIVITIES • Mini 3v3 football tournaments • Dribble relay race • Golden goal matches • Skills circuit (dribble, pass, shoot) EXTRA • Teachers vs students match • Teachers vs parents match • Referee role for pupils SUPPORT • Walking football for inclusive participation	DECOR • Football bunting • Trophy station photo booth FOOTBALL ACTIVITIES • Penalty shoot-out station with beat the goalkeeper (teacher in goal) • Keepy-uppy challenge • Shoot through the hoop challenge CRAFT ACTIVITIES • Flag face painting • Design-a-kit station • Decorate your flag station SUPPORT • Raffle with football prizes • Football quiz corner • Guess the player • Pin the ball in the goal • Guess number of balls in the net • Name the stadium game • Guess the number of World Cup goals England have scored since their first World Cup in 1950

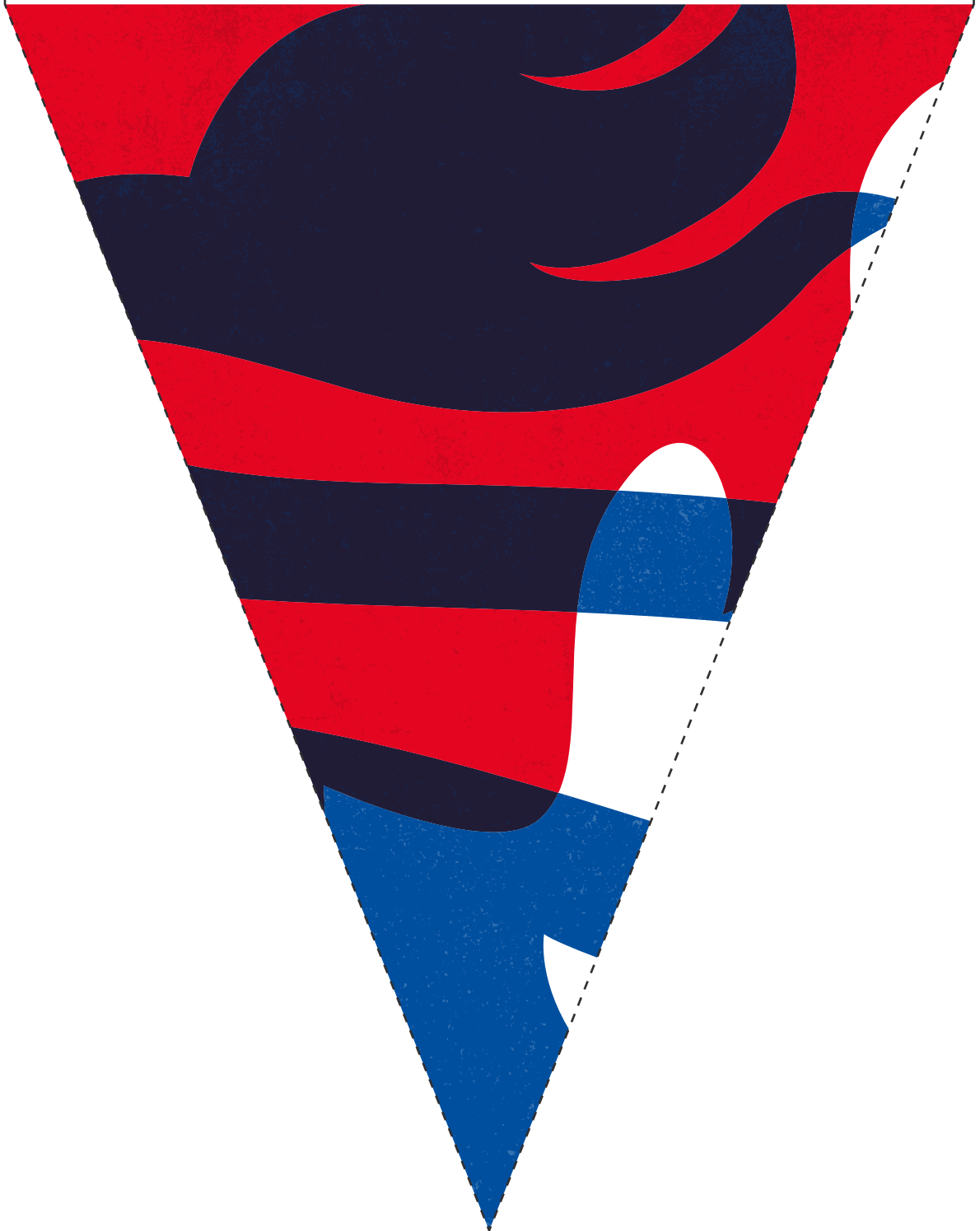


WORLD CUP TAKEOVER BUNTING

Printable worksheet.



Fold along line and stick to rear side of bunting



COMMENTATOR CHALLENGE

Boost oracy skills as students try a range of fun commentary challenges inspired by the World Cup.

TIME	RESOURCES	PREPARATION
15-30 mins	Research World Cup match	15-20 mins



ACTIVITY

- Play the clip with sound so pupils hear professional commentary
- Pause and replay the clip with the sound off
- A pupil provides commentary for 60 seconds
- Repeat with different pupils

SUPPORT

- Model an example
- Play the same clip again for paired commentary
- Provide key vocabulary (attack, defense, possession)
- Provide simple phrases

EXTEND

- Encourage students to put their own creative spin on commentary – use a different voice / accent; try slow-motion commentary; choose their own style
- Add co-commentator roles
- Record and replay commentary; students evaluate which commentary is most engaging and why

FORM TIME TAKEOVER

Catch up on World Cup highlights, use simple discussion to explore teamwork and key moments.

TIME	RESOURCES	PREPARATION
10-15 mins	World Cup highlights	5-10 mins

ACTIVITY

Students watch short match highlights in breakfast club or class time. Teachers use simple discussion questions to explore teamwork, excitement and key moments.

Teamwork & Values: Where did you see players working together? How did teammates help each other? How did players celebrate together? What made the team successful?

Understanding the Game: What happened in the goal? What helped that team score? Who made an important pass or save? What was your favourite moment?

Feeling & Atmosphere: How did the crowd react? How did the players feel? Did the match look exciting? Why?

KS2

Teamwork & Values: Where did you see effective teamwork? How did players communicate or support each other? What role did different players have? What can we learn about working together?

Understanding the Game: What helped that team create chances? What made the difference between the teams? Did tactics influence the outcome? How? Which moment changed the game?

Connection & Experience: What made this match exciting to watch? How do moments like this bring fans together? Why do people remember games like this?

KS3