



Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

## Invent an Odd Sport

*An activity of "Office chair racing and other curious sports"*

Read "Office chair racing and other curious sports" (page 26, *What's Up* May 2026). This article introduces office chair racing in Japan and other unusual sports around the world. It shows how funny ideas can become real sports! Work on this activity in small groups.

1. Based on the article, complete the table below. One example has been done for you.

<b>Odd sport</b>	<b>Equipment used</b>	<b>What makes it odd</b>	<b>What makes it a sport</b>
<b>Office Chair Race</b>	Office chairs, helmets, track	Racers sit on office chairs and push themselves forward with their legs	Having teams, fixed timings, fixed distances, there are rules and winners
<b>Toe Wrestling</b>			
<b>Pumpkin Boat Race</b>			
<b>Extreme Ironing</b>			

2. Design a safe and funny sport using ordinary classroom objects. Use the graphic organiser below to help you.

# OUR ODD SPORT:



DRAWING OF THE SPORT

HOW TO PLAY

STEP 1:

STEP 2:

STEP 3:

STEP 4:

NUMBER OF PLAYERS/ TEAMS

PLAYING AREA:

EQUIPMENT NEEDED

SKILLS NEEDED

WHY PEOPLE WOULD ENJOY THIS SPORT:

RULES AND SCORING

- .....
- .....
- .....
- .....
- .....
- .....
- .....
- .....

HOW TO WIN:

SAFETY TIPS:

3. Now, test your sport with your class! Choose a few classmates to try out your sport while the rest of the class watches. For the test run, both players and observers can give feedback.

Feedback Form for each reviewer (player/observer):

Sport name:	Name of reviewer:
Three things I liked about the sport: <ul style="list-style-type: none"><li>•</li><li>•</li><li>•</li></ul>	
Two suggestions to improve the sport: <ul style="list-style-type: none"><li>•</li><li>•</li></ul>	
I would / would not want to play the sport because: <ul style="list-style-type: none"><li>•</li></ul>	
<i>Note: reviewer, please complete this form to the game's creators only after you have played/observed the game.</i>	

4. Read the feedback from your classmates. Discuss what you would improve e.g. rules to make clearer, safety concern to address, changes to make it more fun, how to make the scoring fairer etc.
5. As a group, reflect on these questions. Jot down in point form the key reflections.
- In your view, what was the most creative part of the sport you created?
  - What was the hardest part of designing your sport?
  - How did feedback from your classmates help your group improve the sport?