By selecting cards from a deck, players try to score as many points as possible by moving around the room performing various skills and activities. (Play with 6–30.)

**What you need**
- A deck of playing cards
- 4 posters with playing card suit symbols
- 4 posters with pictures or descriptions of various skills/activities
- Wall space or another area to display the posters
- Music and a music player

**What to do**
- When the music begins, players run to the middle of the room and pick up one card each from the deck. They then run to the wall that matches the suit of the card.
- Each wall has a selection of skills/activities e.g. at the ‘hearts’ wall, the card might read ‘cartwheels, jumping jacks, wall handstands’.
- Players choose one of the skills and perform it the number of times indicated by the playing card.
- Once the skill is completed, the player keeps hold of the card and runs to the middle to select another one and repeats the process.

**Scoring**
- Play for a set amount of time, or until all cards in the deck have been taken.
- Players score 1 point per card collected.

**LEARNING INTENTION:**
Hearts–clubs–diamonds–spades can be used to introduce students to basic balance and locomotor skills or can be modified to incorporate more complex skills. This game can be applied to any sport, particularly those with a focus on movement exploration such as gymnastics, dance, circus and martial arts.