

Spark 1,2,3

Find a partner

Level 1: Cooperatively count to three

Level 2: who ever says 1 has to clap as they say 1

Level 3: whoever says 2 has to nod as they say 2

Level 4: whoever says 3 has to do 1 spin

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Take it to the Bank

Procedures: Students move around the room and collect 5 high fives. Students then go to the bank (their home spots) and do 5 Jumping Jacks. Students try to go to the bank as many times as they can.

Handshake Friends

Procedures: Students move around the room finding different people to do the called handshakes with.

1. High 10 Friend
2. Fresh Prince Friend
3. Top Gun Friend
4. Rock, Paper Scissors Friend
5. Kid and Play Friend
6. Floss Friend
7. Basketball Friend
8. Situp friend
9. Big Hero Friend
10. Custom Friend

Chicken Taco Tag

Equipment: 1 polyspot and 1 rubber chicken per tagger

Taggers hold a poly spot that is wrapped around a rubber chicken like a taco. On the start signal taggers try to tag other students who are not taggers with the chicken taco. If the tagger touches another student in the appropriate place then they drop the taco and the person who got tagged reassembles it and becomes the tagger. Students play till the teacher gives the stop signal.

Mike Graham

Handshake collections

Shake hands with as many people as you can. Say your name partner say their name, then you say their name and your partner says your name.

Dice Bonk

Equipment:

Gator skin balls, cones, dice, PVC pipe (optional), dice bonk score card, clothespins.

Students will take turns with their opponent throwing at the cone to knock down the dice to score points. If a student knocks down the dice, they will add the points to the scorecard by moving their clothespin to the number of points that they have accumulated. After adding their points, the student will reset the dice on top of the PVC pipe. The first student to reach 21 points, or the player with the most points at the end of the allotted time will be deemed the winner.

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Cone Hole Quest

Students begin by tossing equipment from polyspot to cones. When students tosses 1 piece of equipment in the cone, they come to me and get a foam counter and take it back to their spot. Once they have collected 5 foam counters, they bring them and the piece of equipment they are using and trade it for the next piece of equipment. After students have successfully collected all equipment, they then start over but moving back to the next cone level.



- Level 1: Bean bag
- Level 2: yarn balls
- Level 3: Mini gator skin balls
- Level 4: Deck Ring