



ayClass	Fitness Stations & Game	Obstacle Course	<u>PE Game</u>
Equipment List	4 Tall Cones	4 Short Cones	Dodgeballs (1 per pair or
	Dodgeballs (1 per	6 Dots/Poly Spots	group)
	pair)	4 Hula Hoops	
		1 Tall Cone	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm Up 1: Toe Walks	
	Warm Up 2: Heel Scoops	
	Warm Up 3: Quad Stretch	
	Warm Up 4: Heel walks	

Fitness Station	s & Game (20 min.)	
Stations	Station 1: Squat Holds	
(10 min.)	Station 2: Spider Lunges	
	Station 3: Single Leg Balance	
	Station 4: Shoulder Taps	
	 Use 4 tall cones to designate 4 stations. Stations should be approximately 25 feet apart. 	
	 Divide the players into 4 small groups—1 group per station. 	
	All players begin at the same time by performing the fitness skill at their station for	
	30 seconds. When time is up, players can rotate by skipping, jogging, hopping, or running to the next station.	
	Players should complete each station at least 3 times.	
Game	Head, Shoulders, Knees, Toes, Ball	
(10 min.)		
	Divide players into pairs.	
	Place a ball in the middle of each pair.	
	 Coach will say, "Head," "Shoulders," "Knees," or "Toes" in any order. 	
	Players should touch whichever part of their body the coach calls out.	
	When the coach yells, "Ball!," the players race to grab the ball.	
	 The first player to grab the ball calls out an exercise for the other player to do 5x. Repeat for time. 	
	* Coach should encourage students to pick different exercises.	

Obstacle Course (15 min.)



Setup and	Set up obstacle course or relay in a space that accommodates the size of the group. Use the	
Instructions	diagram below when setting up.	
	Form one line behind the start cone. One player at a time starts the course. From the start cone, the player runs to the first dot, hops on one leg to the next dot, and repeats until the end of the dots. Next, the player runs to the first cone and bear-crawls to the second cone. Then the player performs the activity listed below at each hula hoop. To finish, the player attempts a jump squat over a short or tall cone without touching it. Players return to the start line to repeat the course. Players should complete the course at least twice.	
Diagram	Run One-Leg Hops Bear Crawl on Dots	
	START $\triangle \rightarrow 10' \rightarrow 000000 \rightarrow 5' \rightarrow \triangle \rightarrow 10' \rightarrow \triangle$	
	Jump squats 5 Burpees 10 Lunges 10 Push Ups 10 Squats	

PE Game: Catch and Step (15 min.)	
Setup	A large space, field, or blacktop works best.
Game Instructions	 Goal of the game: to practice throwing and catching. Players pair off; if a group of 3 needs to be created because of odd numbers, that's okay. Each pair/group will get one foam dodgeball and stand facing each other at about an arm's length apart. Players will throw and catch the ball. If both players in the pair catch the ball, they may take a step away from each other. Variations: players can work on underhand throw, overhand throw, non-dominant hand throw, and throwing tricks, such as under the leg, sitting down, etc.



Mindfulness (60 sec.)		
Setup	Group students at arm's lengths. Students should be calm and quiet before beginning. Complete the activity for 60 seconds.	
Mindfulness	4-7-8 Breath	
Practice		
	Have the students find any comfortable seated position. Instruct them to keep their tongues pressed against the back of their top teeth during the entire sequence of breath.	
	Then instruct them to:	
	Exhale through their mouths, then close their mouths.	
	Breathe in through the nose for a count of 4.	
	Hold their breath for a count of 7.	
	Exhale through their mouths (with whooshing sound) for a count of 8.	
	Close their mouths and repeat all steps 4x.	

Stretching (5 n	nin.): Please choose the Yoga Stretches and/or Cooldown Stretches below to finish class.	
Setup	Group students at arm's lengths. Student's should be calm and quiet before beginning.	
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breath.	
Yoga	1. Wide-Legged Forward Fold	
Stretches	Interlace your hands behind your back.	
	Step your feet wide apart.	
	Turn your toes slightly in and your heels slightly out.	
	 Inhale and lengthen your torso, reaching the crown of your head up toward the ceiling. 	
	Exhaling, fold forward at the hips.	
	Gently drop your head.	
	Bring your hands to rest on the floor between your feet.	
	Take 10 breaths total, gently and slowly moving side to side like a pendulum.	
	2. Malasan (Yogi's Squat)	
	 Squat with your feet as close together as possible. (Keep your heels on the floor if you can; otherwise, support them on a folded mat, rug, or towel.) 	
	Separate your thighs slightly wider than your torso.	
	Exhaling, lean your torso forward and fit it snugly between your thighs.	
	Press your elbows against your inner knees and resist the knees into the elbows.	
	Hold for 8 breaths.	



3. Supine Spinal Twist
From a supine position (lying on the back), bend your left knee and cross it outside
of your right foot.
 Use your hand to put slight pressure on the left knee to push it toward the floor.
Keep both shoulders squared and rooted to the floor.
Extend your arms to a T perpendicular to the torso.
Turn your head so your eyes can see to the left.
Take 5 breaths, then repeat on the opposite side (right knee crossed outside the left foot,
head turned so eyes can see to the right) for 5 breaths.

Cooldown Stre	Cooldown Stretches (5 min.)	
Setup	Group students at arm's lengths. Complete each stretch twice.	
Cooldown	1. Flamingo Stretch	
Stretches	 Stand on one leg. Grab the ankle of the opposite leg to stretch your quad. Hold for 30 seconds. Switch sides and repeat. 	
	 2. Toe Touch With straight legs and your feet pointed forward, reach down as far as possible to touch your toes. Hold for 30 seconds. 	
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Switch sides and repeat. 	
	 4. Toe Touch Twists With your feet wide, touch your right hand to your left foot and twist your left arm to the sky. Hold for 30 seconds. Switch sides and repeat. 	