

Fit Kids Curriculum Book 2019-2020

3rd – 5th Grade

Fit Kids 2019-2020 3rd-5th Grade Curriculum Table of Contents

1.	Class Grid	Page 1
2.	Equipment List	Page 2
3.	Fitness Videos List	Page 3
4.	Testing Activities	Page 4
5.	Unit 1 (Classes 1-10)	Page 6
6.	Unit 2 (Classes 11-20)	Page 47
7.	Unit 3 (Classes 21-30)	Page 87
8.	Unit 4 (Classes 31-40)	Page 128
9.	Unit 5 (Classes 41-50)	Page 168

Class	Dynamic Warm Up	Fitness Focus	Time	Fitness Stations	Fitness Game	Obstcle Course or Relay	PE Game	Mindfulness	Yoga Stretch	Cooldown Stretch						
1	·		30 seconds at	Standun Bicycles/Front Plank/Dead	Tug O' War	Relay Race	Bean Bag Balance Tag	Bell Ringing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
2	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	each station	Bugs/Plank High 5's						Arm Stretches Across Body/Arm Stretches Behind Body/Side						
\vdash					Hot Potato with Sandbell	Obstacle Course	Sharks and Minnows	Mindful Bubbles	Plow Pose/Butterfly Pose/ Seated Spinal Twist Wide-Legged Forward Fold/Malasan/Supine Spinal	Reach/Toe Touch Twists						
3	Toe Walks/Heel Scoops/Quad Stretch/Heel Walks	Lower Body/Core	30 seconds at each station	Squat Holds/Spider Lunges/Single Leg Balance/shoulder taps	Tic Tac Toe	Relay Race	Choas tag	Mindful Posing	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
4			each station	teg balance/shoulder taps	Med. Ball Pass with Ladder	Obstacle Course	Speedway	Heartbeat Exercise	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
5		Upper	30 seconds at	Plank Rotations/Speed Hand	Head, Shoulders, Knees, Toes, Ball!	Relay Race	Line Tag	4-7-8 Breath	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
6	Walking Arm Circles/High Kicks/Knee Hugs/High Knees	Body/Agility	each station	Walks/Heel Drops/ KickOuts	Over or Under	Obstacle Course		Body Scan		Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
7							Secret Agent Tag		Downward Facing Dog/Pigeon Pose/Lizard Pose Wide-Legged Forward Fold/Malasan/Supine Spinal	·						
ΗΉ	Skip Forward and Backwards/Side Shuffle/Butt Kickers/Sprint	Lower Body/Agility	30 seconds at each station	Step Ups/In In Out Out Ladder/Mountain Climbers/Squats	Tug O' War	Relay Race	3 Cones	Bell Ringing	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
8		,,		,	Dots and Bean Bags Race	Obstacle Course	Turtle Tag	Mindful Bubbles	Downward Facing Dog/Pigeon Pose/Lizard Pose	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
9	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	30 seconds at	Stand up Bicycles/Front Plank/Dead	Tic Tac Toe	Obstacle Course	Fruit Salad	Mindful Posing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists						
10	wasting ratio circles/right west/witee rings/ seed classis	оррег воду/согс	each station	Bugs/Plank High 5's	Hot Potato with Sandbell	Relay Race	Hungry Hungry Hippos	Heartbeat Exercise	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
11			30 seconds at	Squat Holds/Spider Lunges/Single	Head, Shoulders, Knees, Toes, Ball!		Catch and Step Back	4-7-8 Breath	Wide-Legged Forward Fold/Malasan/Supine Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
12	Toe Walks/Heel Scoops/Quad Stretch/Heel Walks	Lower Body/Core	each station	Leg Balance/shoulder taps	nead, Stioulders, Kriees, Toes, Ball!	Obstacle Course										
\vdash					Frogger	Relay Race	Keep It Up	Body Scan	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
13	Walking Arm Circles/High Kicks/Knee Hugs/High Knees	Upper	30 seconds at	Plank Rotations/Speed Hand	Tug O' War	Obstacle Course	Dr. Dodgeball	Bell Ringing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists						
14		Body/Agility	each station	Walks/Heel Drops/Kickouts	Crocodile Tag	Relay Race	2+ Ball Soccer	Mindful Bubbles	Downward Facing Dog/Pigeon Pose/Lizard Pose	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
15		Lower	30 seconds at	Step Ups/In In Out Out/Mountain	Tic Tac Toe	Obstacle Course	Group Juggling	Mindful Posing	Wide-Legged Forward Fold/Malasan/Supine Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
16	Skip Forward and Backwards/Side Shuffle/Butt Kickers/Sprint	Body/Agility	each station	Climbers/Squats												
17					Parachute	Relay Race	Bean Bag Golf / Bocce	Heartbeat Exercise	Downward Facing Dog/Pigeon Pose/Lizard Pose	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
18	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	30 seconds at each station	Incline Pushups/Side Plank/Bicycles/Inch Worms	Head, Shoulders, Knees, Toes, Ball!	Obstacle Course	Spot Throwing	4-7-8 Breath	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
\vdash				,,,	Bean Bag Tag	Relay Race	Dodgeball	Body Scan	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Reach/Toe Touch Twists						
19	Toe Walks/Heel Scoops/Quad Stretch/Heel Walks	Lower Body/Core	30 seconds at	Squat Hold w/ KB/Back Lunges/Single Leg Toe Touch, High	Tug O' War	Obstacle Course	Kickball	Bell Ringing	Wide-Legged Forward Fold/Malasan/Supine Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
20	Toe walks/Treef Scoops/ Quad Stretch/Treef walks	Lower Body/Core	each station	Knee Runs	Burpee Wave	Relay Race	Dribbling Relay	Mindful Bubbles	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
21										Arm Stretches Across Body/Arm Stretches Behind Body/Side						
22	Walking Arm Circles/High Kicks/Knee Hugs/High Knees	Upper Body/Agility	30 seconds at each station	Planks In In Out Out Ladder/Crab Toe Touch/Biceps Curls/Rows	Tic Tac Toe	Obstacle Course	Capture the Flag	Mindful Posing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
\vdash					Med. Ball Tag	Relay Race	Fainting Goat Tag	Heartbeat Exercise	Downward Facing Dog/Pigeon Pose/Lizard Pose Wide-Legged Forward Fold/Malasan/Supine Spinal	Reach/Toe Touch Twists						
23	Skip Forward and Backwards/Side Shuffle/Butt Kickers/Sprint	Lower	30 seconds at		Head, Shoulders, Knees, Toes, Ball!	Obstacle Course	Pacman Tag	4-7-8 Breath	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
24		Body/Agility e	Body/Agility	Body/Agility	Body/Agility	Body/Agility	Body/Agility	lity each station	on Tocs/Back Lunges w/ Sand Bell	Over or Under	Relay Race	Choas Tag	Body Scan	Downward Facing Dog/Pigeon Pose/Lizard Pose	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists	
25							30 seconds at	ds at Incline Pushups/Side	Tug O' War	Obstacle Course	Gotcha Flag Tag	Bell Ringing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists		
26	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	each station	Plank/Bicycles/Inch Worms	_					Arm Stretches Across Body/Arm Stretches Behind Body/Side						
27											Hot Potato with Sandbell	Relay Race	Sharks and Minnows	Mindful Bubbles	Plow Pose/Butterfly Pose/ Seated Spinal Twist Wide-Legged Forward Fold/Malasan/Supine Spinal	Reach/Toe Touch Twists
\vdash	Toe Walks/Heel Scoops/Quad Stretch/Heel Walks	Lower Body/Core	30 seconds at each station	Squat Hold w/ KB/Back Lunges/Sinle Leg Toe Touch, High Knee Runs	Tic Tac Toe	Obstacle Course	Tv / Movie Tag	Mindful Posing	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
28					Ankle Bands	Relay Race	Choas Tag	Heartbeat Exercise	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
29	Walking Arm Circles/High Kicks/Knee Hugs/High Knees	Upper	30 seconds at each station				Head, Shoulders, Knees, Toes, Ball!	Obstacle Course	Secret Agent Tag	4-7-8 Breath	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists				
30	waking Ann Circles/riigh kicks/kinee rings/riigh kinees	Body/Agility			Over or Under	Relay Race	Capture the Flag	Body Scan	Downward Facing Dog/Pigeon Pose/Lizard Pose	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
31							_		Wide-Legged Forward Fold/Malasan/Supine Spinal	·						
32	Skip Forward and Backwards/Side Shuffle/Butt Kickers/Sprint	Lower Body/Agility	30 seconds at each station	Squat Jumps/Speed Side Shuffle/Tic Tocs/Back Lunges w/ Sandbell	Tug O' War	Obstacle Course	Four Goal Soccer	Bell Ringing	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
			30 seconds at		Bean Bag Tag	Relay Race	Over / Under	Mindful Bubbles	Downward Facing Dog/Pigeon Pose/Lizard Pose	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
33	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	each station 40 seconds at	Stand up bicycles w/ Sand Bell/Planks/Dead Bugs/Plank High	Tic Tac Toe	Obstacle Course	Hula Hoop Passing	Mindful Posing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists						
34			each station	5's	Sandbell Ball Pass with Ladder	Relay Race	2+ Ball Soccer	Heartbeat Exercise	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
35			40 seconds at	Squat Holds/Spider Lunges/Single	Head, Shoulders, Knees, Toes, Ball!	Obstacle Course	Handball	4-7-8 Breath	Wide-Legged Forward Fold/Malasan/Supine Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
36	Toe Walks/Heel Scoops/Quad Stretch/Heel Walks	Lower Body/Core	each station	Leg Balance/Shoulder taps												
37					Over or Under	Relay Race	Flag Tag with Teams	Body Scan	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
\vdash	Walking Arm Circles/High Kicks/Knee Hugs/High Knees	Upper Body/Agility	40 seconds at each station	Plank Rotations/Hand Walks/Flutter Kicks/Kickouts	Tug O' War	Obstacle Course	Crab Soccer	Bell Ringing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
38		. ,,		,	Crocodile Tag	Relay Race	Powerball	Mindful Bubbles	Downward Facing Dog/Pigeon Pose/Lizard Pose	Reach/Toe Touch Twists						
39	Skip Forward and Backwards/Side Shuffle/Butt Kickers/Sprint	Lower	40 seconds at	Step Ups/In In Out	Tic Tac Toe	Obstacle Course	Silent Ball	Mindful Posing	Wide-Legged Forward Fold/Malasan/Supine Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
40	Some source and packwards state statile butt kickers/Sprint	Body/Agility ea	Body/Agility	each station	Out/Liners/Squats	Dots and Bean Bags Race	Relay Race	Ro Sham Bo Champion	Heartbeat Exercise	Downward Facing Dog/Pigeon Pose/Lizard Pose	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists					
41			40	Stand up Bicycles w/ Sand						Arm Stretches Across Body/Arm Stretches Behind Body/Side						
42	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	40 seconds at each station	Bell/Planks/Dead Bugs/Plank High 5's	Head, Shoulders, Knees, Toes, Ball!	Obstacle Course	Toxic River	4-7-8 Breath	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Reach/Toe Touch Twists Arm Stretches Across Body/Arm Stretches Behind Body/Side						
\vdash			-		Over or Under	Relay Race	Human Alphabet	Body Scan	Plow Pose/Butterfly Pose/ Seated Spinal Twist Wide-Legged Forward Fold/Malasan/Supine Spinal	Reach/Toe Touch Twists						
43	Toe Walks/Heel Scoops/Quad Stretch/Heel Walks	Lower Body/Core	40 seconds at	Squat Holds/Spider Lunges/Single	Tug O' War	Obstacle Course	Moving Day Relay	Bell Ringing	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
44			each station	Leg Balance/shoulder taps	Burpee Wave	Relay Race	Capture the Flag	Mindful Bubbles	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
45		Upper	40 seconds at	Plank Rotations/Hand Walks/Flutter	Tic Tac Toe	Obstacle Course	Dr. Dodgeball	Mindful Posing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
46	Walking Arm Circles/High Kicks/Knee Hugs/High Knees	Upper Body/Agility						Kicks/Kickouts			•			Arm Stretches Across Body/Arm Stretches Behind Body/Side		
47					Bean Bag Tag	Relay Race	Guard the King / Queen	Heartbeat Exercise	Downward Facing Dog/Pigeon Pose/Lizard Pose Wide-Legged Forward Fold/Malasan/Supine Spinal	Reach/Toe Touch Twists						
\vdash	Skip Forward and Backwards/Side Shuffle/Butt Kickers/Sprint	Lower Body/Agility	40 seconds at each station	Step Ups/In In Out Out/Liners/Squats	Head, Shoulders, Knees, Toes, Ball!	Obstacle Course	Kickball	4-7-8 Breath	Twist	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
48		Body/Agility	- Station		Over or Under	Relay Race	Ultimate Anything	Body Scan	Downward Facing Dog/Pigeon Pose/Lizard Pose	Flamingo Stretch/Toe Touch/Side Reach/Toe Touch Twists						
49	Walking Arm Circles/High Kicks/Knee Hugs/Bear Crawls	Upper Body/Core	40 seconds at	Incline Pushups/Side	Tug O' War	Obstacle Course	Tv / Movie Tag	Bell Ringing	Cobra Pose/Spinal Twist/ Bridge Pose/ Happy Baby	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
50	Totaling of the Circles/ Fight Nicks/ Nice Frugs/ Bedf Claws	Opper bouy/core	each station	Plank/Bicycles/Inch Worms	Dots and Bean Bags Race	Relay Race	Passing Relay	Mindful Bubbles	Plow Pose/Butterfly Pose/ Seated Spinal Twist	Arm Stretches Across Body/Arm Stretches Behind Body/Side Reach/Toe Touch Twists						
-						,										

2019-2020 Program Equipment List

EQUIPMENT ITEM	TOTAL NEEDED
Short cones	36
Beanbags	36
Dots/Poly spots	24
Waist flags - color A	24
Pinnies	24
Dodgeballs	18
Waist flags - color B	12
Tall cones	12
Hula hoops	9
Kettle Bells	4
Playground balls	4
Ankle Bands	4
Hurdles	4
Sandbells	4
Soccer balls	2
Agility ladder	2
Parachutes	2
Speed Chutes	2
Battle ropes	2
Equipment Bag/Duffle	1
Mesh Ball Bag	1
Hula Hoop Bag	1
Measuring Tape	1

Fitness Video Library List of Videos

Warm Ups

- 1 Bear Crawls
- 2 Butt Kickers
- 3 Heel Scoops
- 4 Heel Walks
- 5 High Kicks
- 6 High Knees
- 7 Knee Hugs
- 8 Quad Stretch
- 9 Side Shuffle
- 10 Skip Backwards
- 11 Skip Forward
- 12 Sprint
- 13 Toe Walks
- 14 Walking Arm Circles

Fitness Stations

- 1 Back Lunges
- 2 Back Lunges with Sand Bell
- 3 Bicep Curls
- 4 Bicycles
- 5 Crab Toe Touch
- 6 Dead Bugs
- 7 Flutter Kicks
- 8 Front Plank
- 9 Hand Walks
- 10 Heel Drops
- 11 High Knee Runs
- 12 In, In, Out, Out
- 13 Inch Worms
- 14 Incline Push Ups
- 15 Kickouts
- 16 Liners
- 17 Mountain Climbers
- 18 Plank High 5's
- 19 Plank Rotation
- 20 Planks
- 21 Planks In, In, Out, Out
- 22 Rows
- 23 Shoulder Taps
- 24 Side Plank
- 25 Single Leg Balance
- 26 Single Leg Toe Touch
- 27 Speed Hand Walk
- 28 Speed Side Shuffle
- 29 Spider Lunges
- 30 Squat Hold w/ Kettle Bell
- 31 Squat Holds
- 32 Squat Jumps
- 33 Squats
- 34 Stand Up Bicycles
- 35 Stand up bicycles w/ Sand Bell
- 36 Step Ups
- 37 Tic Tocks



Fitness Testing Activities

Class	2 beanbags 1 measuring tape	
Equipment List	4 tall cones	1 dot
	Tempo app	

	The Presidential Physical Fitness Test - National Standards										
		Partial	Shuttle	Right-	V-Sit and			Partial	Shuttle	Right-	V-Sit and
		Curl-Ups	Run	Angle	Reach			Curl-Ups	Run	Angle	Reach
	Age			Push-Ups			Age			Push-Ups	
	6	22	12.4	9	+5.5		6	22	12.1	9	+3.5
	7	24	12.1	14	+5.0		7	24	11.5	14	+3.5
LS	8	30	11.8	17	+4.5	S)	8	30	11.1	17	+3.0
GIRLS	9	37	11.1	18	+5.5	BOYS	9	37	10.9	18	+3.0
	10	33	10.8	20	+6.0		10	35	10.3	22	+4.0
	11	43	10.5	19	+6.5		11	43	10.0	27	+4.0
	12	50	10.4	20	+7.0		12	64	9.8	31	+4.0
	13	59	10.2	21	+7.0		13	59	9.5	39	+3.5
	14	48	10.1	20	+8.0		14	62	9.1	40	+3.5

Test 1	Partial Curl-Ups
Objective	To measure abdominal strength/endurance by maximum number of curl-ups.
Testing	 Player being tested lays on a cushioned, clean surface with knees bent and feet about 12 inches from buttocks. The feet are not held or anchored, and arms are extended forward with fingers resting on the legs and pointing toward the knees. A partner kneels behind the player being tested and cups his/her hands under the player's head. The player being tested curls up, slowly sliding the fingers up the legs until the fingertips touch the knees, then back down until the head touches the partner's hands. The curl-ups are done to a metronome (or audiotape, clapping, or drums), with one complete curl-up every 3 seconds, and they are continued until the student can do no more at the required pace. The student should remain in motion during the entire 3-second interval.
Scoring	Record only those curl-ups done with proper form and in rhythm.

Test 2	Shuttle Run
Objective	To measure speed and agility.
Testing	 Use tall cones to mark 2 start and end lines 30 feet apart and place 2 beanbags at the end cone. On the signal READY? GO! the player runs to the beanbags, picks one up, runs back to the starting line, places the beanbag behind the line, runs back and picks up the second beanbag, and runs back across the starting line.
Scoring	Beanbags should not be thrown across the lines. Scores are recorded to the nearest tenth of a
	second (e.g., 15.5 seconds).



Fitness Testing Activities

Test 3	Right-Angle Push-Ups
Objective	To measure upper body strength/endurance by maximum number of push-ups completed.
Testing	 The player starts in push-up position (hands under shoulders, arms straight, fingers pointed forward, and legs straight, parallel, and slightly apart with toes supporting the feet). Keeping the back and knees straight, the student then lowers the body until there is a 90-degree angle formed at the elbows, with upper arms parallel to the floor. A partner holds his/her hands at the point of the 90-degree angle so that the student being tested goes down only until her/his shoulders touch the partner's hand, then goes back up. The push-ups are done to a metronome (or audiotape, clapping, or drums), with one complete push-up every 3 seconds, and they are continued until the student can do no more at the required pace. The student should remain in motion during the entire 3-second interval.
Scoring	Record only those push-ups done with proper form and in rhythm.

Test 4	V-Sit Reach
Objective	To measure flexibility of lower back and hamstrings.
Testing	 Mark a straight line, 2 feet long, on the floor as the baseline. Draw a straight line, 4 feet long, perpendicular to the midpoint of the baseline. This 4-foot line should extend 2 feet above and 2 feet below the baseline and be marked off in half inches. The point where the baseline and measuring line intersect is the 0 point. The player removes his/her shoes and sits on the floor with the measuring line between legs. Soles of feet are placed immediately behind baseline, heels 8–12 inches apart. With hands on top of each other, palms down, the player places them on the measuring
	line. 5. With the legs held flat by a partner, the student slowly reaches forward as far as possible, keeping fingers on the measuring line and feet flexed. After 3 practice tries, the student holds the fourth reach for 3 seconds while that distance is recorded.
Scoring	Legs must remain straight with soles of feet held perpendicular to the floor (feet flexed). Students should be encouraged to reach slowly rather than bounce while stretching. Scores, recorded to the nearest half inch, are read as plus scores for reaches beyond the baseline, minus scores for reaches behind the baseline.



Class Equipment	Fitness Stations & Games	Relay Race	PE Game
List	4 Tall Cones1 Battle Rope	4 Short Cones30 Beanbags2 Agility Ladders	Bean Bags (1 per player)Short Cones

Warm-Ups (5 min	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.			
	Warm-Up 1: Walking Arm Circles			
	Warm-Up 2: High Kicks			
	Warm-Up 3: Knee Hugs			
	Warm-Up 4: Bear Crawls			
	- -			

Fitness Stations	& Game (20 min.)
Stations	Station 1: Standup Bicycles
(10 min.)	Station 2: Front Plank
	Station 3: Dead Bugs
	Station 4: Plank High 5's
	 Use 4 tall cones to designate 4 stations. Each station 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 (10 min.)	Tug O' War
	 Players divide into even teams and line up on opposite ends of the balance rope. When the coach blows the whistle, each team tries to pull the opposite team toward them. Play until one team has successfully pulled all the players from the other team to their side of the center.



Relay Race (15	Relay Race (15 min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Divide players into even lines. Each team should have at least 15 beanbags in front of the short cone. When the coach blows the whistle, the first player in each line picks up a beanbag and tries to toss it into the first box of the ladder. If that player's beanbag lands in the first box, the player sprints past the ladder to the end cone and cheers on the team. The second player in line then picks up another beanbag and tries to toss it into the second box of the ladder. If players miss the appropriate box, they run to collect the beanbag they threw, bring it back to the team, perform 5 push-ups, and then get in the back of the line. This repeats until all boxes of the ladder have a beanbag. If players have not made it to the cheering team and all the boxes have been filled, repeat steps starting with box 1. In this case, there may be more than one beanbag in each box. 	
Diagram	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	

PE Game: Bean Bag Balance Tag (15 min.)	
Setup	Set up a field of play. Use cones, if necessary, to mark boundaries. The field should be about the size of a basketball court or smaller. This game could be played inside a classroom.



Game	Goal of the game: Players keep the bean bag balanced on their head while tagging people
Instructions	and helping others.
	• Everyone starts with a bean bag balanced on their head (no holding the bean bag on head with hands).
	Everyone in this game is "it."
	Players try to tag each other while balancing the bean bag on their head.
	 If their bean bag falls off or they are tagged, the player is frozen. When frozen, players drop the bean bag next to them on the ground and wait to be saved.
	To be saved, another player has to come by and pick up the frozen player's bean bag
	while still balancing their own bean bag. If the player who is doing the saving drops the bean bag on their head, they are frozen as well.
	Variations: Bean bags can be balanced on the head, shoulder, or back of the hand.

Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Bell Ringing	
Practice	 "Please get into your 'mindful bodies'—still and quiet, sitting upright, eyes closed." "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rainstick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out" Ring the bell to end. 	

Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time permits you can do both.		
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. 1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.	
Yoga	1. Cobra Pose	
Stretches	 Lie on your belly. Stretch your legs back, tops of the feet on the floor. Spread your hands on the floor under your shoulders. 	



- Hug the elbows back into your body.
- Press the tops of the feet and thighs into the floor.
- Straighten the arms to lift the chest off the floor.

Hold for 5 breaths.

2. Spinal Twist

- Lie on your belly, head facing left.
- Extend your arms to the side so they are perpendicular to the torso.
- Roll your left leg from your hip so that it crosses over your right leg.

Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.

3. Bridge Pose

- Lie on your back.
- Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
- Press your feet and arms into the floor.
- Lift the buttocks off the floor until the thighs are about parallel to the floor.

Hold for 4 breaths.

4. Happy Baby

- Lie on your back.
- Bend your knees into your belly.
- Grip the outsides of your feet with your hands.
- Open your knees slightly wider than your torso, then bring them up toward your armpits.
- Position each ankle directly over the knee so your shins are perpendicular to the floor.

Hold for 6 breaths.

Cooldown Stre	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length from one another. Complete each stretch twice.	
Cooldown Stretches	 Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. Arm Stretches Behind Body 	



• Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.

3. Side Reach

 Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.

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.





Class Equipment	Fitness Stations & Games	Obstacle Course	PE Game
List	4 Tall Cones	• 1 Short Cone	Short Cones
	2 Sandbells	• 15 Dots/Poly Spots	Waist Flags (1 per player)
		 1 Agility Ladder 	
		• 2 Tall Cones	

Warm-Ups (5	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles		
	Warm-Up 2: High Kicks		
	Warm-Up 3: Knee Hugs		
	Warm-Up 4: Bear Crawls		

Fitness Statio	ns & Game (20 min.)
Stations	Station 1: Standup Bicycles
(10 min.)	Station 2: Front Plank
	Station 3: Dead Bugs
	Station 4: Plank High 5's
	 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 (10 min.)	Hot Potato with Sandbells
	 Players sit or stand in a circle; 2 players opposite each other start with a sandbell. When the coach blows the whistle, players pass the sandbell around the circle. When the coach says STOP, the 2 players with a sandbell must do 5 push-ups. Play until all or most of the players have been caught with the "hot potato" and performed 5 push-ups.



Obstacle Cou	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.	
	One player at a time starts the course. From the start cone, players run to the first dot where they get into frog position. Players perform 1 frog hop to the next dot and repeat until the end of the dots. From the dots, players run to the first tall cone, crab walk to the second tall cone, and bear crawl to the ladder. At the ladder, players perform a ladder drill. Players then run back to the start to repeat. Players should complete the course at least twice.	
Diagram		
	Run Frog Hop on Dots	
	START ▲ → 10' → 0000000000000	
	Back to ☐ ☐ ☐ ← 15' ← ☐ ← 15' ← ☐ Crab Walk	

PE Game: Sha	arks and Minnows (15 min.)
Setup	Set up a field of play. Use cones, if necessary, to mark boundaries. A basketball court-sized space is perfect.
Game Instructions	 Goal of the game: Be quick to avoid being tagged by the sharks and try to tag the minnows. Choose 1–4 players to start off as "sharks." The sharks do not wear the waist flags. The sharks stand in the middle of the field of play, and all other players are the "minnows." The minnows stand together at one end of the field. All minnows wear a waist flag. When the coach or the sharks yell, "Swim!" the minnows try to run across the field to the other side while the sharks try to grab their waist flags. If minnows make it to the other side without getting their flag pulled, they are safe. If a minnow's waist flag gets pulled, they put the flag to the side and become a shark. Play until a couple minnows are left, then start a new round. Variations: When a shark pulls a minnow's waist flag, they become seaweed. Seaweeds freeze where their flag was pulled and cannot move from that spot. When the game continues, the seaweed can tag minnows, without moving, and make them seaweed as



	well.
Mindfulness (4!	5 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Bubbles
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.

Stretching (5 n	nin.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you ca	n do both.
Setup	Group students at arm's length. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga Stretches	 1. Plow Pose Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping your legs straight. Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor, draw the knees toward the ears, and take 2 breaths in this position. 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other. Bring your heels as close in toward your body as possible. Wrap your hands around your feet or ankles. Gently press your forearms or elbows into your thighs so that the knees move toward the floor. Fold forward from your hips so your chest moves toward the floor. Hold for 6 breaths.



3. Seated Spinal Twist
Sit up straight with both legs out in front of you.
Cross your right foot to the outside of your left thigh.
Bring your left foot back beside your right hip.
Place your right fingertips behind you.
Hug your left knee into your chest.
Inhale, and sit up tall.
Exhale, and twist to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,
left fingertips behind you, hug the right knee into the chest, and twist to the left), and hold
for 5 breaths.

Cooldown Stretches (5 min.)					
Setup	Group students at arm's length from one another. Complete each stretch twice.				
Cooldown	1. Arm Stretches Across Body				
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 				
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds. 				
	 Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side. 				
	 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. 				





Class Equipment	Fitness Stations & Games	Relay Race	PE Game
List	4 Tall Cones	 Dots/Poly Spots 	Short Cones
	9 Hula Hoops		
	9 Bean Bags of Color A		
	• 9 Bean Bags of Color B		

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 (10 min.)	Tic Tac Toe							
	 Create a 3x3 grid (9 squares) using the hula hoops and divide players into two teams. Divide the bean bags evenly between the teams and be sure each team has a specific color. For example, Team A's bags might be green while Team B's bean bags are red. Standing 10 feet away, the first players of each team pick up their color bean bags and toss them into one of the hula hoops in the grid. Each successive player takes a turn tossing a beanbag until one team is able to get 3 bean bags in a row (vertical, horizontal, or diagonal). Variations: Create an obstacle course to run through before tossing bean bag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 							



Relay Race (15	min.)
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Use the rules for musical chairs, but play with dots. Spread out dots, using 1 less than the total number of players. For example, if there are 20 players, spread out 19 dots. Before the music starts, coach should call out how players will move around (run, skip, hop, jump, etc.) When the music starts, players move around the dots. When the music stops, players find a dot and do a squat hold in place until the music starts again. The player without a dot is out. The coach should remove a dot after each round until there is one player left. Repeat game for time.

PE Game: Cha	os Tag (15 min.)						
Setup	Set up a field of play. Use cones, if necessary, to mark boundaries.						
Game Instructions	 Goal of the game is to work on chasing and fleeing skills. In this tag game everyone is "it." If players get tagged, they must take a seat on the ground. They may not get up until the player who tagged them gets tagged and sits. For example, if Player A tags Player B, Player B is sits on the ground and watches to see when Player A gets tagged. Once Player A gets tagged by Player C, Player A sits down and Player B gets up. 						
	 Variations: If the game has stalled, the coach may yell, "Break!" That means everyone is free and back up again and the game resets. 						

Mindfulness (4	.5 sec.)				
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.				
Mindfulness	Mindful Posing				
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.				
	 Tell them to try one of the following two poses: The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible. The Wonder Woman: This pose is struck by standing tall with legs wider than hipwidth apart and hands or fists placed on the hips. 				



Stretching (5 r	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time an do both.						
Setup	Group students at arm's length from one another. Students should be calm and quiet befor beginning.						
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.						
Yoga	1. Wide-Legged Forward Fold						
Stretches	Interlace the hands behind the 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 legs.						
	Take 10 breaths total, gently, 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 the left knee and cross it outside of the 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 the arms to a T, perpendicular to the torso.						
	Turn the head so the eyes can see to the left.						
	Take 5 breaths and 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 Stretches (5 min.)		
Setup	Group students at arm's length from one another. Complete each stretch twice.	
Cooldown	1. Flamingo Stretch	



St	۱r,	۵ŧ	_	h	Δ	c
-	u	еп	٠.	п	e	٠.

• Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.

2. Toe Touch

• With straight legs and 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. Repeat with opposite side.

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.



Class Equipment	Fitness Stations & Games	Obstacle Course	PE Game
List	• 4 Tall Cones	4 Hurdles	6 Cones
	• 2 Agility Ladders	• 10 Dots/Poly Spots	24 Dots/Poly Spots
	• 2 Sandbells	• 1 Sandbell	
		6 Hula Hoops	
		2 Short Cones	

Warm-Ups (5 min.): Mark start and e	nd 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 <u>& Game</u> (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	Sandbell Pass with Agility Ladder
(10 min.)	 Divide players into two lines, facing forward. The lines should be about 10 feet apart. Set up 2 start cones and 2 end cones, about 20 feet apart, with one ladder for each line halfway between the cones. When the coach blows the whistle, the first two players in each line pass the sandbell back and forth while side-shuffling along the sides of the ladder to the end cone. Players should repeat passing the sandbell back and forth to the start cone. Once back at the start cone, one player should hold the sandbell and pass it to the next 2 players in line. Play until all players have completed the drill.



Obstacle Cou	rse (15 min.)
Setup and	Set up obstacle course or relay in a space that accommodates the size of the group. Use
Instructions	the diagram below when setting up.
	One person at a time starts the course. Jump over each hurdle with two feet. Jump on the dots, landing on one foot for each dot. Raise a sandbell up over the head and place it back down. Repeat 5 times. Jump from one hula hoop to the next with two feet. Run to the end and finish with 5 push-ups.
Diagram	
	Hurdles Dots Sandbell
	START \rightarrow]]] \rightarrow 10' \rightarrow 0 0 0 0 \rightarrow 10' \rightarrow
	END ← ▲ ←15' ← OOO ←
	Push-Ups Run Hula-Hoops

PE Game: Spe	edway (15 min.)
Setup	Use dots/poly spots to create a race track. A basketball court works great for the track. Spread the 6 cones out around the race track.
Game	Goal of the game is for players to work on their sprinting and working with a team.
Instructions	This is a relay race; each player will have one turn around the track.
	Divide class into 6 teams, and have each team sit behind a cone toward the inside of the track.
	Choose a direction for the players to run their lap.
	Have the first player on each team stand in the race track.
	When the coach says, "Go!" players sprint around the track trying to get back around to their team.
	When they get back to their team, they high-five the next player in line and that player starts their lap around the track.
	Game continues until all players have run a lap.
	Variations: Teams could be mixed up each round, or players could practice a
	locomotor skill while moving around the track. Locomotor movements could include
	speed-walking, skipping, hopping, side-stepping, galloping, etc.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Heartbeat Exercise
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice to their own lives as well. Tell your kids to jump up and down or run in place or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their heart. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced mindfulness activities.

Stretching (5 n	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you ca	an do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Stretches	 1. Plow Pose Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping your legs straight. Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor and draw the knees toward the ears and take 2 breaths in this position. 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other.



 Bring your heels as close in toward your body as possible. Wrap your hands around your feet or ankles.
 Gently press your forearms or elbows into your thighs, so that the knees move toward the floor.
Fold forward from your hips so your chest moves toward the floor.
Hold for 6 breaths.
3. Seated Spinal Twist
Sit up straight with both legs out in front of you.
Cross your right foot to the outside of your left thigh.
Bring your left foot back beside your right hip.
Place your right fingertips behind you.
Hug your left knee into your chest.
Inhale, and sit up tall.
Exhale, and twist to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,
left fingertips behind you, hug the right knee into the chest, and twist to the left), and hold for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown Stretches	 1. Flamingo Stretch Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.





Class Equipment	Fitness Stations & Games	Relay Race	PE Game
List	4 Tall ConesDodgeballs (1 per pair)	4 Short Cones12 Tall Cones2 Sandbells	3–5 DodgeballsDots/Poly Spots

Warm-Ups (5 n	nin.): Mark start and end points 25 yards apart and have players go down and back.
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: High Knees

Fitness Station	s & Game (20 min.)
Stations	Station 1: Plank Rotations
(10 min.)	Station 2: Speed Hand Walks
	Station 3: Heel Drops
	Station 4: Kickouts
	 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.
Gama	
Game	Head, Shoulders, Knees, Toes, Ball
(10 min.)	
	Players divide into pairs.
	 Players divide into pairs. Place a ball in the middle of each pair.
	 Players divide into pairs. Place a ball in the middle of each pair. Coach will say, "head," "shoulders," "knees," or "toes" in any order.
	 Players divide 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.
	 Players divide 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!" players race to grab the ball.
	 Players divide 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.



Relay Race (15 min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group. Divide players into 2 equal teams and place at start cone.
Relay Instructions	 Divide each team in half and send half the players to the opposite end cone. The first player from each team at the start cone picks up a sandbell. When the coach blows the whistle, the player runs in and out of the cones in a figure-8 position towards the end cone. The player then passes the sandbell to the first player at the end cone who then runs in and out of the cones in a figure-8 position towards the start cone. Each player should run through the cones twice, putting them back in their original line.
Diagram	START \rightarrow 30' \rightarrow

PE Game: Line	Tag (15 min.)
Setup	If no basketball court with lines on the ground is available, use dots/poly spots to make a rectangle with 2–3 lines connecting the sides of the rectangle.
Game Instructions	 Goal of the game is to work on locomotor skills while running on lines. Choose 3–5 players to start off as "it." These players will carry the dodgeballs. During the game they cannot throw the balls. All players, including the players who are "it," have to run and move on the lines. They can travel in any direction but are not allowed to jump lines. To get to another line, players must run until they come to an intersection with another line. Taggers tag others with the ball; when they tag someone, they give that player the ball. That new player then becomes "it." Variations: Movements can be changed (i.e., players can walk, run, skip, hop, etc.).



Mindfulness (45	Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	4-7-8 Breath	
wiiiuiuiiless		
Practice	Have the students find any comfortable seated position. Instruct them to keep their tongue pressed against the back of their top teeth during the entire sequence of breathing.	
	Then instruct them to:	
	Exhale through the mouth and then close the mouth.	
	Breath in through the nose for a count of 4.	
	Hold their breath for a count of 7.	
	 Exhale through their mouth (with whooshing sound) for a count of 8. 	
	Close the mouth and repeat all steps 4 times.	

Stretching (5	5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you	can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. 1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Vaca	
Yoga	1. Cobra Pose
Stretches	Lie on your belly.
	Stretch your legs back, tops of the feet on the floor.
	Spread your hands on the floor under your shoulders.
	Hug the elbows back into your body.
	Press the tops of the feet and thighs into the floor.
	Straighten the arms to lift the chest off the floor.
	Hold for 5 breaths.
	2. Spinal Twist
	Lie on your belly, head facing left.
	Extend your arms to the side so they are perpendicular to the torso.
	Roll your left leg from your hip so that it crosses over your right leg.
	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.



3. Bridge Pose
Lie on your back.
Bend your knees and set your feet on the floor, heels as close to the sitting bones as
possible.
Press your feet and arms into the floor.
 Lift the buttocks off the floor until the thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
Open your knees slightly wider than your torso, then bring them up toward your
armpits.
Position each ankle directly over the knee so your shins are perpendicular to the
floor.
Hold for 6 breaths.

Cooldown Str	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Arm Stretches Across Body
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Games	Obstacle Course	PE Game
List	4 Tall Cones	2 Sandbells	Short Cones
	4 Sandbells	• 20 Dots/Poly Spots	
		36 Bean Bags	
		3 Hula Hoops	
		• 2 Short Cones	
		2 Agility Ladders	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: High Knees

Fitness Stations & Game (20 min.)			
Stations	Station 1: Plank Rotations		
(10 min.)	Station 2: Speed Hand Walks		
	Station 3: Heel Drops		
	Station 4: Kickouts		
	 Use 4 tall cones to designate 4 stations. Each station 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. 		
C	Players should complete each station at least 3 times.		
Game (10 min.)	 Over or Under Divide the players into 4 teams and give each team 1 sandbell. Each team lines up across the field, one player behind the other, and the player in the front starts by passing the sandbell either overhead or between his/her legs to the player behind. The next player passes the sandbell either overhead or between his/her legs to the player behind. Continue passing the sandbell over or under until it reaches the end of the line, at which time the last player runs with the sandbell to the front of the line and starts again. Play continues until each player has been to the front of the line. 		



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.	
	Divide the players into 2 lines. One Player from each line starts the course. To start, players pick up a sandbell and perform 10 squats. Then, in a push-up position, players travel down the dots, transferring hands from one dot to the next. After the dots, players try to toss one bean bag into a hula hoop that is 30 feet away. Once they get a bean bag into the hula hoop, players run down and around the cone that is 30 feet away. Last, players hop through the agility ladder sideways and then go back to the start. Each player repeats this obstacle course several times.	
Diagram	Run	
	Sandbell 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
	START Beanbags ← 30′ →	
	0 0 0 0 0 0 0 0 0 0 0 Sandbell	
	Run A	

PE Game: Secret Agent Tag (15 min.)		
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.	
Game	Goal of the game is to tag or free others.	
Instructions	• In this tag game there are 3 jobs:	
	 Bad guys – try to tag everyone that is standing up. If tagged by a bad guy, the player must sit down and is stuck until freed by a secret agent. If a bad guy tags another bad guy, nothing happens. Secret agents – try to tag anyone who is sitting down to free them. They also try to avoid getting tagged by the bad guys. If tagged by a bad guy, they must sit and wait until another secret agent frees them. Citizens – don't have a job but run around and can get tagged by the bad guys and freed by the secret agents. 	



 Sit players in a circle and ask players to close their eyes, and the coach will go around and tap 3–5 players ONCE on the head—these will be the bad guys. The coach will also go around and tap 3–5 players TWICE on the head—these players will be secret agents. In a class of 20, usually 5 players are bad guys and 6 are secret agents. If a player's head is not tapped, then they are a citizen. Ask players to stand up and spread out, and the coach will say, "Go!" to start the round. Rounds go on until all the bad guys tag the secret agents or for 5–10 minutes.
Variations: To make the game go on for longer, have more secret agents than bad
guys.

Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Body Scan
Practice	The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children.
	Have your kids lie down on their back on a comfortable surface and close their eyes.
	 Then, tell them to squeeze every single muscle in their body as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone.
	 After a few seconds, have them release all their muscles and relax for 20–30 seconds.
	 Encourage them to think about how their body is feeling throughout the activity.

Stretching (5	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you	can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet
	before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Downward-Facing Dog
Stretches	 The pose has the head down, with the weight of the body on the palms and feet.
	 The arms are stretched straight forward, shoulder-width apart.
	The feet are a foot apart, the legs are straight, and the hips are raised as high as
	possible. Take 5 breaths. Hold the right ankle with the left hand, take 3 breaths,
	then switch to holding the left ankle with the right hand and take 3 breaths.



 2. Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes so that your heel is pointing up to the ceiling.
Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose with the left knee brought to the left wrist and take 5 breaths.
 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of the right leg. Lower your left knee down onto the ground and release the top of your left foot.
Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk the feet up to the hands and unroll the spine upward until standing.

Cooldown St	retches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown Stretches	 1. Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand pressing
	 it against your chest. Hold for 30 seconds. Switch sides and repeat. 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.
	 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.



Class	Fitness Stations & Games	Relay Race	PE Game
Equipment List	4 Tall Cones2 Agility Ladders1 Battle Rope	4 Short Cones2 Ankle Bands2 Agility Ladders	6 Hula Hoops13 Short Cones

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
	Warm-Up 1: Skip Forward & Backward
	Warm-Up 2: Side Shuffle
	Warm-Up 3: Butt Kickers
	Warm-Up 4: Sprint

Fitness Stations	s & Game (20 min.)
Stations	Station 1: Step-Ups
(10 min.)	Station 2: In, In, Out, Out
	Station 3: Mountain Climbers
	Station 4: Squats
	 Use 4 tall cones to designate 4 stations. Each station 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	Tug O' War
(10 min.)	 Players divide into even teams and line up on opposite ends of the balance rope. When the coach blows the whistle, teams try to pull the opposite team toward them. Play continues until one team has successfully pulled all the players from the other team to their side of the center.



Relay Race (15	min.)
Setup	Set up obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.
Relay Instructions	 Players divide into two teams and stand behind a start cone. When the coach blows the whistle, the first two players from each team put the ankle band around their ankles. One player will have the band around his/her left ankle and the other will have the band around his/her right ankle. Once the ankle band is on, the players work together to walk/run through the ladder, stepping/hopping the banded feet in each square, towards the end cone 25 feet away. Players repeat this movement back to the start cone and pass the ankle band to the next two players in line. Repeat until all players have gone at least twice.
Diagram	A → 20' → A → >

PE Game: 3 Co	ones (15 min.)
Setup	Take 13 cones and place them in a pile in the middle of the field of play. Then take the 6 hula hoops and spread them out in a circle around the pile of items.
Game	Goal of the game is to collect 3 cones before the other teams.
Instructions	 Divide players into 6 teams and have each team stand in a line behind a hula hoop. Have the first player in line go to the pile in the middle of play and touch one cone. When the coach says, "Go!" the first player grabs the cone from the pile and brings it back to their hula hoop. Then the next player on that team goes and runs to the pile or other team's hula hoops and grabs 1 cone and brings it back to their hula hoop. Then the next player goes. Players cannot stop other teams from stealing the cones in their hula hoop. Play continues until one team has 3 cones.
	Variations: Cones in the middle could decrease down to 9 cones.



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Bell Ringing	
Practice	 "Please get into your 'mindful bodies'—still and quiet, sitting upright, eyes closed." "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rainstick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out" Ring the bell to end. 	

Stretching (5	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you ca	an do both.
Setup	Group students at arm's length from one another. Students 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 the hands behind the 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 legs.
	Take 10 breaths total, gently, 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 the left knee and cross it outside of the 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 the arms to a T, perpendicular to the torso. Turn the head so the eyes can see to the left.
Take 5 breaths and 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 Stretches (5 min.)	
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Flamingo Stretch
Stretches	Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.



Class	Fitness Stations & Games	Obstacle Course	PE Game
Equipment List	4 Tall Cones2 Agility LaddersDots/Poly SpotsBean Bags	 1 Short Cone 1 Agility Ladder 4 Dots/Poly Spots 4 Hurdles 1 Playground Ball 	• Short Cones

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
Warm-Up 1: Skip Forward & Backward		
Warm-Up 2: Side Shuffle		
Warm-Up 3: Butt Kickers		
Warm-Up 4: Sprint		

Fitness Stations	s & Game (20 min.)		
Stations	Station 1: Step-Ups		
(10 min.)	Station 2: In, In, Out, Out, Ladder		
	Station 3: Mountain Climbers		
	Station 4: Squats		
	 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. 		
	Thay end difference each death at ready differences.		
Game	Dots and Beanbags Race		
(10 min.)			
	Divide the players into 2 teams and give one team the dots and the other the bean bags.		
	When the coach blows the whistle, the team with the dots places them in random		
	locations on the field of play and returns to the start area while the other team closes their eyes while the dots are being placed.		
	 Once the first team finishes placing the dots, the team with the bean bags runs out and places one bean bag on every dot and then returns to the start area. 		
	The goal is for each team to complete their task as quickly as possible. The coach should be timing how long it takes each team to finish placing dots or bean bags.		
	Do a couple rounds so that both teams have the opportunity to place dots and bean bags.		
	 You can change it up by asking teams to perform other movements when placing dots and bean bags, such as hopping, skipping, running backwards, etc. 		



Obstacle Cou	<u>rse</u> (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 completes this course. Players start by running up to the ladder and jumping in and out of the ladder for the full length of the ladder. Next, players hop from dot to dot on one foot following the zig-zag pattern, staying on the same foot. Then, players jump sideways over the hurdles. After the last hurdle, the coach will toss a playground ball to the player, and the player must jump up and try to catch the ball while in midair and toss it back to the coach before landing. Players return to the start line to repeat the course. Players should complete course at least twice.		
Diagram	Run Ladder Drill Run One-Legged Hops on Dots		
	START ▲ ← 10' → ← 20' → 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
	Back to Start Playground Ball Toss Hurdles		

PE Game: Turt	PE Game: Turtle Tag (15 min.)		
Setup	Set up a field of play. Use cones if necessary to mark boundaries.		
Game	Goal of the game is to be quick and avoid being tagged.		
Instructions	Everyone is "it" in this game		
	 Players can avoid being tagged by going into their turtle shell. To make a turtle shell, players get down on the ground and cover their head. They can only be in their shell for 5 seconds. When a player gets tagged they must lie on their back and stick their hands and legs in the air, pretending to be a turtle on its back. The player is a turtle on its back until someone comes and tags them back up. Variations: Instead of everyone being "it," the game could have 3–4 taggers. Taggers could tag with a foam ball. Change taggers every 5 minutes. 		



Mindfulness (45	Mindfulness (45 sec.)		
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.		
Mindfulness	Mindful Bubbles		
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.		

Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time		
permits you ca	n do both.	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.	
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.	
Yoga	1. Downward-Facing Dog	
Stretches	 The pose has the head down, with the weight of the body on the palms and feet. The arms are stretched straight forward, shoulder-width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible. 	
	Take 5 breaths. Hold the right ankle with the left hand, take 3 breaths, then switch to holding the left ankle with the right hand and take 3 breaths.	
	 Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes, with your heel pointing up to the ceiling. 	
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose with the left knee brought to the left wrist and take 5 breaths.	
	 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of the right leg. Lower your left knee down onto the ground and release the top of your left foot. Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with 	



the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk the feet
up to the hands and unroll the spine upward until standing.

Cooldown Stre	Cooldown Stretches (5 min.)		
Setup	Group students at arm's length from one another. Complete each stretch twice.		
Cooldown Stretches	 1. Flamingo Stretch Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat. 		
	 2. Toe Touch With straight legs and 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. Repeat with opposite side. 		
	 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. 		





Class	Fitness Stations & Games	Obstacle Course	PE Game
Equipment List	• 4 Tall cones	• 4 Hurdles	Waist Flags (1 per player)
	• 9 Hula Hoops	• 1 Sandbell	Dots/Poly Spots or Short Cones
	• 9 Bean Bags of Color A	• 1 Agility Ladder	Colles
	• 9 Bean Bags of Color B	2 Tall Cones	

Warm-Ups (5 m	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles		
	Warm-Up 2: High Kicks		
	Warm-Up 3: Knee Hugs		
	Warm-Up 4: Bear Crawls		

Fitness Stations	<u>& Game (</u> 20 min.)	
Stations	Station 1: Standup Bicycles	
(10 min.)	Station 2: Front Plank	
	Station 3: Dead Bugs	
	Station 4: Plank High 5's	
	 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	Tic Tac Toe	
(10 min.)	 Create a 3x3 grid (9 squares) using the hula hoops and divide players into two teams. Divide the bean bags evenly between the teams and be sure each team has a specific color. For example, Team A's bags might be green while Team B's bean bags are red. Standing 10 feet away, the first players of each team pick up their color bean bags and toss them into one of the hula hoops in the grid. Each player after takes a turn tossing a bean bag until one team is able to get 3 bean bags in a row (vertical, horizontal, or diagonal). Variations: Create an obstacle course to run through before tossing bean bag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 	



Obstacle Cour	se (15 min.)
Setup and	Set up obstacle course or relay in a space that accommodates the size of the group. Use
Instructions	the diagram below when setting up.
	One person at a time starts the course. To begin, the player jumps over each hurdle landing both feet on the ground before jumping again. Next, the player picks up the sandbell and throws it down to the ground. This is repeated 5 times. The player then performs fast feet through the ladder (example: 1 foot in, 1 foot out or both feet in, both feet out). After the ladder, the player should sprint through the end cones and then jog back to the start line. Each player should complete the course at least twice.
Diagram	
	Hurdles Sandbell Agility Ladder

Setup C	Create a large circle with the dots/poly spots and/or cones.
	create a large circle with the dots/ poly spots and/or cories.
Game G	Goal of the game is to run across the circle while dodging taggers.
Instructions	• Select 1–2 players to start off as "it."
	 The rest of the players will put on a waist flag belt and stand on a dot/poly spot or next to a cone. These players will choose or be given a fruit to be—either apples, bananas, oranges, or strawberries. Any fruit can be chosen, but there are only 4–5 fruits per game. Once a player picks their fruit, they have to stay that fruit for the rest of the game. The tagger(s) starts in the middle of the circle. The tagger will yell out a type of fruit (for example, banana). All the players who chose bananas must try to run across the circle to an open spot or cone while avoiding having their flags pulled.
	 If their flag is pulled, they freeze where their flag was pulled and now they help with tagging, but they cannot move from that spot. The tagger will then call out another fruit. The tagger can also call out "fruit salad," which means everyone has to run across the circle without getting their flags pulled. Play continues until almost all players' flags are pulled. Variations: Start with more taggers to have the rounds go quicker.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Posing
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.
	Tell them to try one of the following two poses:
	 The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible. The Wonder Woman: This pose is struck by standing tall with legs wider than hipwidth apart and hands or fists placed on the hips.

Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time		
permits you ca	permits you can do both.	
Setup	Group students at arm's length from one another. Students should be calm and quiet	
	before beginning.	
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.	
Yoga	1. Cobra Pose	
Stretches	Lie on your belly.	
	Stretch your legs back, with tops of the feet on the floor.	
	Spread your hands on the floor under your shoulders.	
	Hug the elbows back into your body.	
	Press the tops of the feet and thighs into the floor.	
	Straighten the arms to lift the chest off the floor.	
	Hold for 5 breaths.	
	2. Spinal Twist	
	Lie on your belly, head facing left.	
	Extend your arms to the side so they are perpendicular to the torso.	
	Roll your left leg from your hip so that it crosses over your right leg.	
	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.	



3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift the buttocks off the floor until the thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
Position each ankle directly over the knee, so your shins are perpendicular to the
floor.
Hold for 6 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Arm Stretches Across Body
Stretches	Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.
	 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.



Class	Fitness Stations & Games	Relay Race	PE Game
Equipment List	4 Tall Cones	4 Tall Cones	6 Hula Hoops
	• 2 Sandbells	2 Sandbells	Dots/Poly SpotsBeanbagsShort Cones

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: Bear Crawls

Fitness Stations & Game (20 min.)		
Stations	Station 1: Standup Bicycles	
(10 min.)	Station 2: Front Plank	
	Station 3: Dead Bugs	
	Station 4: Plank High 5's	
	 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	Hot Potato with Sandbells	
(10 min.)	Tiot i otato tittii oullabello	
	 Players sit or stand in a circle; 2 players opposite each other start with a sandbell. When the coach blows the whistle, players pass the sandbell around the circle. When the coach says STOP, the 2 players with a sandbell must do 5 push-ups. Play continues until all or most of the players have been caught with the "hot potato" and performed 5 push-ups. 	



Relay Race (15 min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide the players into 2 teams and have each team line up behind a start cone. When the coach blows the whistle, the first 2 players from each team bear crawl to the end cone, 20 feet away while balancing a sandbell on their back. At the end cone, players bear crawl around the cone and back to the start. When the player returns to their line, the next player goes. Repeat until all players in line have gone.

PE Game: Hun	gry, Hungry Hippos (15 min.)
Setup	Set up a field of play. Use cones, if necessary, to mark boundaries. Take all bean bags and dots/poly spots and place them in a pile in the middle of the field of play. Then take the 6 hula hoops and spread them out in a circle around the pile of items.
Game	Goal of the game is to collect as many items as fast as possible.
Instructions	 Divide the players into 6 teams and have each team stand in a line behind a hula hoop. When the coach says "go," the first player in each line races to the center pile and grabs 1 item from the pile and brings it back to their hula hoop. Then the next player on each team goes and runs to the pile, grabs 1 item, and brings it back to their hula hoop. Play continues until all the items in the middle are gone. Count up each team's items to see who wins that round. Variations: Certain items can be worth points. For example, poly spots could be worth 2 points and everything else worth 1 point. Points could depend on the color of the item. Players could be told about the different point values before the start of the game or after.



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before	
	beginning. Conduct the activity for 45 seconds.	
Mindfulness	Heartbeat Exercise	
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities.	
	Kids can learn how to apply this mindfulness practice to their own lives as well.	
	Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When	
	they have finished, have them sit down and put a hand over their heart. Instruct them to	
	close their eyes and pay attention only to their heartbeat and breathing. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These	
	skills will come in handy as they start engaging in more advanced mindfulness activities.	

<u>Stretching</u> (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time permits you can do both.	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. 1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Plow Pose
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping your legs straight. Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor, draw the knees toward the ears, and take 2 breaths in this position.
	 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other. Bring your heels as close in toward your body as possible. Wrap your hands around your feet or ankles. Gently press your forearms or elbows into your thighs, so that the knees move toward the floor. Fold forward from your hips so your chest moves toward the floor.



Hold for 6 breaths.
 3. Seated Spinal twist Sit up straight with both legs out in front of you. Cross your right foot to the outside of your left thigh. Bring your left foot back beside your right hip. Place your right fingertips behind you. Hug your left knee into your chest. Inhale, and sit up tall. Exhale, and twist to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip, left fingertips behind you, hug the right knee into the chest, and twist to the left), and hold for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Arm Stretches Across Body
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 	4 Short Cones	Dodgeballs (1 per pair or
	 Dodgeballs (1 per pair) 	6 Dots/Poly Spots	group)
		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 Stations & 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!
Game (10 min.)	Head, Shoulders, Knees, Toes, Ball!
	Head, Shoulders, Knees, Toes, Ball! • Players divide into pairs.
	Players divide into pairs.
	 Players divide into pairs. Place a ball in the middle of each pair.
	 Players divide into pairs. Place a ball in the middle of each pair. Coach will say, "head," "shoulders," "knees," or "toes" in any order.
	 Players divide 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.



Obstacle Cour	Obstacle Course (15 min.)	
Setup and Instructions	Set up obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.	
	Form one line behind the start cone. One player at a time starts the course. From the start cone, players run to the first dot and hop on one leg to the next dot and repeat until the end of the dots. Next, players run to the first cone and bear crawl to the second cone. After bear crawls, the players perform the activity listed below at each hula hoop. To finish, the players attempt a jump squat over a short or tall cone without touching the cone. 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 $ \rightarrow 10' \rightarrow 000000 \rightarrow 5' \rightarrow $	
	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	Goal of the game: Practice throwing and catching.
Instructions	 Coach will ask players to get into groups of 2. If a group of 3 needs to be created because of odd numbers, that's okay. Each pair will get one foam dodgeball and stand facing each other at about an arm's length away. 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 and get farther apart. Variations: Players can work on underhand throw, overhand throw, and non-dominant-hand throwing tricks like under the leg, sitting down, etc.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet before
	beginning. Conduct the activity for 45 seconds.
Mindfulness	4-7-8 Breath
Practice	Have the students find any comfortable seated position. Instruct them to keep their tongue pressed against the back of their top teeth during the entire sequence of breathing.
	Then instruct them to:
	Exhale through the mouth and then close the mouth.
	Breath in through the nose for a count of 4.
	Hold their breath for a count of 7.
	 Exhale through their mouth (with whooshing sound) for a count of 8.
	Close the mouth and repeat all steps 4 times.

Stretching (5	5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you	can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Wide-Legged Forward Fold
Stretches	Interlace the hands behind the 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 legs.
	Take 10 breaths total, gently, 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 the left knee and cross it outside of the 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 the arms to a T, perpendicular to the torso. Turn the head so the eyes can see to the left.
Take 5 breaths and 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 Str	etches (5 min.)
Setup	Group students at arm's length. Complete each stretch twice.
Cooldown	1. Flamingo Stretch
Stretches	 Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones	4 Short Cones	Dodgeball (1 per group)
	16 Dodgeballs	2 Personal Parachutes	

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 Stations	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 (10 min.)	Frogger
(,	Divide the players into 3 groups: 1 group of "frogs" and 2 groups of throwers.
	 Have the thrower groups stand on opposite sides of the field of play and give each thrower group 8 dodgeballs.
	The frogs should stand to the side of the field, ready to frog jump across.
	When the coach blows the whistle, the frogs begin frog jumping from one side of the
	field to the other, trying not to get hit with a dodgeball along the way.
	If a frog is hit, they must run to the sideline.
	Game restarts when all frogs have been captured. Be sure to rotate groups so that all players have a chance to be a frog.



Relay Race (1	5 min.)
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide the players into two teams and have each team line up behind a start cone. Place an end cone 50 feet away from each start cone. The first player for each team straps a personal parachute around his/her waist. When the coach blows the whistle, the first player runs to the end cone and back to the start as fast as possible. Once back at the start cone, the first player takes the personal parachute off and transfers it to the next player in line. This continues until all players on the team have gone.

PE Game: Kee	ep it Up (15 min.)
Setup	Set up a field of play; if necessary, use cones to mark off boundaries. Create groups of 4–6 players.
Game	Goal of the game: Keep the ball in the air with hands.
Instructions	Divide players into groups.
	Give each group a dodgeball.
	 Each team should count how many hits players can get in a row before the ball hits the ground. Players are not allowed to catch the ball.
	When the ball hits the ground players must restart count.
	Variations: Players can only use their feet, head, or elbows to make it more difficult.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet
	before beginning. Conduct the activity for 45 seconds.
Mindfulness	Body Scan
Practice	The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children.
	Have your kids lie down on their back on a comfortable surface and close their eyes.
	 Then, tell them to squeeze every single muscle in their body as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone.
	 After a few seconds, have them release all their muscles and relax for a 20–30 seconds.
	 Encourage them to think about how their body is feeling throughout the activity.

Stretching (5	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if
time permits	you can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
Vasa	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga Stretches	Plow Pose Lie flat on your back with your legs extended and your arms at your sides, palms down
	 Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor.
	 Straighten your legs and slowly lower your toes to the floor behind your head with your legs fully extended.
	 If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping your legs straight.
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor, draw the knees toward the ears, and take 2 breaths in this position.
	2. Butterfly Pose
	 From a seated position, bend your knees so that the soles of your feet touch each other.
	 Bring your heels as close in toward your body as possible.



Wrap your hands around your feet or ankles.
 Gently press your forearms or elbows into your thighs, so that the knees move toward the floor.
Fold forward from your hips so your chest moves toward the floor.
Hold for 6 breaths.
3. Seated Spinal Twist
Sit up straight with both legs out in front of you.
Cross your right foot to the outside of your left thigh.
Bring your left foot back beside your right hip.
Place your right fingertips behind you.
Hug your left knee into your chest.
Inhale, and sit up tall.
Exhale, and twist to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip, left fingertips behind you, hug the right knee into the chest, and twist to the left), and hold for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown Stretches	 1. Flamingo Stretch Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	4 Tall Cones	4 Short Cones	18 Dodgeballs
	1 Battle Rope	• 1 Sandbell	• 2 Pinnies
		12 Dots/Poly Spots	Short Cones
		1 Agility Ladder	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: High Knees	

	s & Game (20 min.)
Stations	Station 1: Plank Rotations
(10 min.)	Station 2: Speed Hand Walks
	Station 3: Heel Drops
	Station 4: Kick Outs
	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.
l	
Game (10 min.)	Tug O' War
Game (10 min.)	 Tug O' War Players divide into teams and line up on opposite ends of the battle rope.



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 2 lines behind the start cone. Before leaving the start cone, the first player from each line will do a back-to-back wall sit and hold for 15 seconds. Players should then bear crawl from the start cone to the end cone. Next, the players jump with two feet in a zig-zag pattern, landing on each dot. Players should then run to opposite sides of the ladder. One player should pick up the sandbell and gently toss it to their partner. Players should toss it back and forth to each other while side-shuffling down and back up the ladder. One player should put the sandbell back at the start of the ladder before sprinting with partner back to the start of the course. Players should go through course at least twice. **Diagram** Bear Crawl **Dot Jumps** 0 0 0 START → 10 feet → 0 0 0 0 → 10 feet → Run Run Sandbell Toss

PE Game: Dr	. Dodgeball (15 min.)
Setup	Set up a field of play and create a midline with cones to divide the field of play.
Game	Goal of the game: Throw ball at targets while dodging balls.
Instructions	Divide players into 2 teams. Each team gets a Doctor, who wears the pinnie for his/her team.
	 Have teams stand on opposite sides of the field and give each of the teams half of the dodgeballs.
	 When the coach says "go," players grab the ball and throw it at the other team while staying on their half of the field.
	 Players who are hit from the shoulders down sit down where they were hit and wait for the Doctor to save them.
	The Doctor can tag players who are sitting down to get them back in the game. Doctors are not targets and cannot get out.
	If a player catches a thrown ball, the thrower is out and sits down to wait for their team's Doctor.
	The game continues until all players are out or time has ended.
	 Variations: Instead of being hit from the shoulders down, it can be changed to waist down. Doctors can get out and maybe have 3 lives.



Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Bell Ringing
Practice	 "Please get into your 'mindful bodies'—still and quiet, sitting upright, eyes closed."
	 "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rainstick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in … just breathing out …" Ring the bell to end.

Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if	
time permits	you can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Cobra Pose
Stretches	Lie on your belly.
	Stretch your legs back, with tops of the feet on the floor.
	Spread your hands on the floor under your shoulders.
	Hug the elbows back into your body.
	 Press the tops of the feet and thighs into the floor.
	Straighten the arms to lift the chest off the floor.
	Hold for 5 breaths.
	2. Spinal Twist
	Lie on your belly, head facing left.
	 Extend your arms to the side so they are perpendicular to the torso.
	Roll your left leg from your hip so that it crosses over your right leg.
	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling



over the left leg) and hold for 4 breaths.
3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift the buttocks off the floor until the thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
 Position each ankle directly over the knee, so your shins are perpendicular to the floor.
Hold for 6 breaths.

Cooldown Str	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length from one another. Complete each stretch twice.	
Cooldown Stretches	 1. Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 	
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds. 	
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones	4 Short Cones	4 Tall Cones
		2 Hula Hoops	2 Soccer Balls
		'	• Pinnies
			Small Cones
			Dots/Poly Spots

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: High Knees

Fitness Stations	ess Stations & Game (20 min.)		
Stations	Station 1: Plank Rotations		
(10 min.)	Station 2: Speed Hand Walks		
	Station 3: Heel Drops		
	Station 4: Kick Outs		
	 Use 4 tall cones to designate 4 stations. Each station 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 (10 min.)	Crocodile Tag		
,	Designate a field of play based on the number of players.		
	 Select 2 players to be "it" and have the remaining players scatter throughout the field of play. 		
	 When the coach blows the whistle, players who are it begin trying to tag the other players. 		
	 Players are safe from being tagged when in the "crocodile position" (plank position). Players can remain in the crocodile position for 3 seconds at a time before having to get up and run again. 		
	If a player is tagged twice, he/she is it.		



Relay Race (15 min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide the players into 2 teams and have them line up behind a start cone with an end cone 30 feet away. The first player from each team rolls the hula hoop from the start cone to the end cone and back. If the hula hoop falls flat, players must stop and do 5 push-ups before picking up the hula hoop and continuing. Repeat until all players have gone at least once.
Diagram	START → 25' →

PE Game: 2+ Ball Soccer (15 min.)	
Setup	Set up a soccer field using small cones. Use dots/poly spots to create a midline and use tall cones to create a goal on each half.
Game	Goal of the game: Practice kicking skills.
Instructions	 Divide players into 2 teams and give one team pinnies to wear. This game has soccer rules but uses 2 balls. It's a continuous game. If a team scores with one ball, then that ball is given to the other team. Variations: If needed, add up to 6 more balls and they can be thrown in to get players moving. The coach can choose if teams get to play with goalies.

Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Mindful Bubbles	
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.	



Stretching (5 m	nin.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time		
permits you ca	permits you can do both.		
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.		
W	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.		
Yoga Stretches	 1. Downward-Facing Dog The pose has the head down, with the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder-width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as 		
	possible. Take 5 breaths. Hold the right ankle with the left hand, take 3 breaths, then switch to		
	holding the left ankle with the right hand and take 3 breaths. 2. Pigeon Pose		
	 From all fours, bring your right knee forward towards your right wrist. Depending on your body it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. 		
	Slide your left leg back and point your toes, so your heel is pointing up to the ceiling.		
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose with the left knee brought to the left wrist and take 5 breaths.		
	 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of the right leg. Lower your left knee down onto the ground and release the top of your left foot. 		
	Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward Facing Dog, then walk the feet up to the hands and unroll the spine upward until standing.		

Cooldown Stretches (5 min.)		
Setup	Group students at arm's length from one another. Complete each stretch twice.	
Cooldown	1. Arm Stretches Across Body	
Stretches	Bring one arm across your chest and pull on it slightly with the other hand pressing	
	it against your chest. Hold for 30 seconds. Switch sides and repeat.	



2. Arm Stretches Behind Body

• Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.

3. Side Reach

• Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.

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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 1 Short Cone	• 1 Dodgeball
	 2 Agility Ladders 	• 3 Hula Hoops	
	• 9 Hula Hoops	• 3 Bean Bags	
	9 Bean Bags of Color A9 Bean Bags of Color B	 1 Agility Ladder 	
	y 9 beatt bags of Color b	• 1 Soccer Ball	
		6 Tall Cones	

Warm-Ups (5 min	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Skip Forward and Backwards		
	Warm-Up 2: Side Shuffle		
	Warm-Up 3: Butt Kickers		
	Warm-Up 4: Sprint		

Fitness Station	Fitness Stations & Game (20 min.)		
Stations	Station 1: Step Ups		
(10 min.)	Station 2: In, In, Out, Out		
	Station 3: Mountain Climbers		
	Station 4: Squats		
	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.		
	• 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	Tic Tac Toe		
(10 min.)			
	 Create a 3x3 grid (9 squares) using the hula hoops and divide players into two teams. Divide the beanbags evenly between the teams and be sure each team has a specific color. For example, Team A's bags might be green while team B's bean bags are red. Standing 10 feet away, the first players of each team pick up their color bean bags and toss them into one of the hula hoops in the grid. Each player after takes a turn tossing a bean bag until one team is able to get 3 bean bags in a row (vertical, horizontal, or diagonal). Variations: Create an obstacle course to run through before tossing bean bag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 		



Obstacle Cou	rse (15 min.)		
Setup and	Set up obstacle course or relay in a space that accommodates the size of the group. Use		
Instructions	the diagram below when setting up.		
	One person at a time starts the course. Players run to the first hula hoop, pick up a bean		
	bag, and throw it up high in the air. Immediately after throwing the beanbag in the air,		
	player jumps and spins 360 degrees and then tries to catch the bean bag before it hits the		
	ground. They get three tries at each hula hoop to catch the beanbag. Players should run		
	between hula hoops. From the last hula hoop, players run to the agility ladder, where a		
	coach tells them how to go through the ladder (e.g., hop on one foot, hop scotch, two feet		
	in and two feet out, etc.). Next, players kick a soccer ball in figure 8s around the tall cones		
	to the end of the course.		
Diagram			
	Jump, Turn, and Catch		
	START $ \rightarrow 10' \rightarrow $		
	Back to Start		
	Soccer Ball Figure Eights Agility Ladder		

PE Game: Gro	PE Game: Group Juggling (15 min.)	
Setup	Have players stand in a circle.	
Game	Goal of the game: Throw the ball so a classmate can catch it (underhand throws work	
Instructions	best).	
	 Have one player start with the ball. They must throw the ball to a player across the circle. That player must catch it and then throw to a different player. This pattern continues until all players have thrown and caught the ball. Once a player throws the ball, they do not get to throw the ball until the next round. For example: Player A throws to Player B, Player B throws to Player C, then the last player throws the ball back to Player A. 	
	Players will repeat this pattern, getting faster and faster.	
	 Variations: Players can be timed to see how fast they can throw the ball, add in more balls, etc. 	



Mindfulness (4	5 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet	
	before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Mindful Posing	
Practice	One easy way for children to dip their toes into mindfulness is through the simple	
	method of body poses. To get your kids interested, tell them that doing fun poses can	
	help them feel strong, brave, and happy.	
	Tell them to try one of the following two poses:	
	1. The Superman: This pose is practiced by standing with the feet just wider than	
	the hips, fists clenched, and arms reached out, stretching the body out as long	
	as possible.	
	2. The Wonder Woman: This pose is struck by standing tall with legs wider than	
	hip-width apart and hands or fists placed on the hips	

Stretching (5	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if
time permits	you can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. 1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Wide-Legged Forward Fold
Stretches	Interlace the hands behind the 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 legs.
	Take 10 breaths total, gently, 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 the left knee and cross it outside of the 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 the arms to a T, perpendicular to the torso.
· •
Turn the head so the eyes can see to the left.
Take 5 breaths and 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	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Flamingo Stretch
Stretches	 Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	 4 Tall Cones 	4 Tall Cones	6 Hula Hoops
	2 Agility Ladders1 Parachute	2 Ankle Bands	• 6 Cones
	• I Paracriute		Bean Bags (1 per player)

Warm-Ups (5 n	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Skip Forward and Backwards		
	Warm-Up 2: Side Shuffle		
	Warm-Up 3: Butt Kickers		
	Warm-Up 4: Sprint		

Fitness Stations	Fitness Stations & Game (20 min.)	
Stations	Station 1: Step Ups	
(10 min.)	Station 2: In, In, Out, Out	
	Station 3: Mountain Climbers	
	Station 4: Squats	
	 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 (10 min.)	Parachute	
,	Have everyone hold a handle on the parachute. If needed, divide the players into 2 groups and use 2 parachutes.	
	 Players should work together to get the parachute as high as possible into the air without letting go. When the parachute is at its highest, chose from the following: One or two players run around the group and return to their spot(s) before the parachute hits the ground. You can call out the players' names or assign each player a number and call out the numbers. Two players whose names are called change places by running under the parachute. One player runs and tags another player under the parachute, then runs back to his/her spot before the parachute falls. The tagged player waits for the parachute to go up then does the same thing. 	



Relay Race (15 min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide the players into two teams and have each team line up behind a start cone. Place an ankle band at each team's start cone and put an end cone 20 feet away from each start cone. The first player from each team puts the ankle band around both ankles and runs to the end cone. At the end cone, the player performs 5 jump squats and 5 push-ups with the ankle band still on. Then the player runs back to the start cone and passes the band to the next player in line.

PE Game: Bean Bag Golf/Bean Bag Bocce (15 min.)	
Setup	Create a field of play by spreading out the hula hoops. Place a cone 10 feet away from each hula hoop. Hoops should be set up at different distances and around objects like trees, benches, and play structures.
Game	Goal of the game: To throw the bean bag with accuracy at the "hole" (the hula hoop).
Instructions	 This is similar to golf, in that players are trying to throw the bean bag at the target, which is the hole. Give each player a bean bag and have them line up behind each of the cones. One player at a time throws their bean bag toward the hole. Just like golf, they continue to throw it until it lands in the hole. After they are done with one hole, they move on to the next. The players keep track of the throws and the lowest score wins. Variations: If limited on space put the hula hoops and cones closer together, about 5–10 feet away from each other. Place a dot/poly spot inside each hoop. Now, players must start at the cone and have to try to get their bean bag to land on the spot. If it lands on the spot it's worth 3 points, and inside the hula hoop is worth 1 point. Players keep track of their score, and the highest score wins.



Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Heartbeat Exercise
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice to their own lives as well.
	Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their heart. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced mindfulness activities.

Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if		
time permits y	time permits you can do both.	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.	
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.	
Yoga	1. Downward-Facing Dog	
Stretches	The pose has the head down, with the weight of the body on the palms and the feet. The arms are stratehed straight forward shoulder width apart.	
	The arms are stretched straight forward, shoulder-width apart.	
	 The feet are a foot apart, the legs are straight, and the hips are raised as high as possible. 	
	Take 5 breaths. Hold the right ankle with the left hand, take 3 breaths, then switch to holding the left ankle with the right hand and take 3 breaths.	
	2. Pigeon Pose	
	 From all fours, bring your right knee forward towards your right wrist. Depending on your body it may be just behind your wrist or to the outer or the inner edge of it. 	
	Your right ankle will be somewhere in front of your left hip.	
	Slide your left leg back and point your toes so your heel is pointing up to the ceiling.	
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose with the left knee brought to the left wrist and take 5 breaths.	



 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of the right leg. Lower your left knee down onto the ground and release the top of your left foot.
Hold for 5 breaths, move back to Downward Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk the feet up to the hands and unroll the spine upward until standing.

Cooldown Stretches (5 min.)	
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Flamingo Stretch
Stretches	 Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 	1 Short Cone	• 36 Bean Bags
	Dodgeballs (1 per pair)	15 Dots/Poly Spots1 Agility Ladder2 Tall Cones	24 Dots/Poly SpotsDodgeballs (1 per pair)Short Cones (1 per pair)

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: Bear Crawls	

Fitness Stations & Game (20 min.)		
Stations	Station 1: Incline Push Ups	
(10 min.)	Station 2: Side Planks	
	Station 3: Bicycles	
	Station 4: Inch Worms	
	 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 (10 min.)	Head, Shoulders, Knees, Toes, Ball!	
(10 111111.)	Players divide 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 valls "Pally" players rose to graph the hall.	
	When the coach yells, "Ball!" players race to grab the ball. The first also as to see that be leaded as the coache as to see a second as the coache as	
	The first player to grab the ball calls out an exercise for the other player to do 5	
	times.	
	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		
Instructions	the diagram below when setting up.		
	One player at a time starts the course. From the start cone, players run to the first dot where they get into frog position. Players perform 1 frog hop to the next dot and repeat until the end of the dots. From the dots, players run to the first tall cone, crab walk to the second tall cone, and bear crawl to the ladder. At the ladder, they perform a ladder drill. Run back to the start to repeat. Players should complete the course at least twice.		
Diagram	Run Frog Hop on Dots		
	START ▲ → 10' → 0000000000000000000000000000000		
	Back to ☐ ☐ ☐ ← 15′ ← ☐ ← 15′ ← ☐ ← 15′ ← ☐ ← 15′ ← ☐ ← 15′ ← ☐ ← 15′ ← ☐ ← 15′ ← ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		

PE Game: Spot Throwing (15 min.)		
Setup	Create a field of play and set up cones in a line—1 cone for every 2 players. On one half of the cone line spread out all dots/poly spots and bean bags.	
Game Instructions	 Goal of the game: To throw accurately to partner. Put players in groups of 2. Give each group a foam ball. One player in the group stands at the cone holding the ball, and the other player in the group stands with their foot touching one dot/poly spot or bean bag. When the coach says "Go," the player with the ball throws it to their partner. If their partner catches the ball with their foot still touching the dot/poly spot or bean bag, they pick up the dot/poly spot or bean bag and bring it back to their cone. If they miss the ball, they go back to their cone with nothing. Then the partners switch, and one throws the ball while the other one catches. This continues until all the dots/poly spots and bean bags are gone. Teams count up how many dots/poly spots and bean bags they have. The group with the largest amount wins. Variations: Bean bags or poly spots can be worth different points, or different colors can be worth different points. Once the teams finish and they are counting up their 	
	pile, tell them what each item is worth.	



Mindfulness (4	Mindfulness (45 sec.)		
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.		
Mindfulness	4-7-8 Breath		
Practice	Have the students find any comfortable seated position. Instruct them to keep their tongue pressed against the back of their top teeth during the entire sequence of breath.		
	 Then instruct them to: Exhale through the mouth and then close the mouth. Breath in through the nose for a count of 4. Hold their breath for a count of 7. Exhale through their mouth (with whooshing sound) for a count of 8. Close the mouth and repeat all steps x 4. 		

Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if	
time permits	you can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Cobra Pose
Stretches	Lie on your belly.
	Stretch your legs back, tops of the feet on the floor.
	 Spread your hands on the floor under your shoulders.
	Hug the elbows back into your body.
	 Press the tops of the feet and thighs into the floor.
	Straighten the arms to lift the chest off the floor.
	Hold for 5 breaths.
	2. Spinal Twist
	Lie on your belly, head facing left.
	 Extend your arms to the side so they are perpendicular to the torso.
	Roll your left leg from your hip so that it crosses over your right leg.
	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.



3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift the buttocks off the floor until the thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
 Position each ankle directly over the knee so your shins are perpendicular to the floor.
Hold for 6 breaths.
Hold for a breaths.

Cooldown Stre	Cooldown Stretches (5 min.)		
Setup	Group students at arm's length from one another. Complete each stretch twice.		
Cooldown	1. Arm Stretches Across Body		
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 		
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds. 		
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side. 		
	 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. 		





Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	• 4 Tall Cones	• 4 Short Cones	• 18 Dodgeballs
	• 36 Bean Bags	30 Bean Bags2 Agility Ladders	Short Cones

Warm-Ups (5 min	n.): Mark start and end points 25 yards apart and have players go down and back.
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: Bear Crawls

Fitness Stations &	<u>& Game (</u> 20 min.)	
Stations	Station 1: Incline Push Ups	
(10 min.)	Station 2: Side Planks	
	Station 3: Bicycles	
	Station 4: Inch Worms	
	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	Bean Bag Tag	
(10 min.)		
	 Create a field of play by having all players stand on one side. Place a cone on the opposite end to designate a boundary line. 	
	Choose one player to be "it" and have that player stand in the middle of the playing field with 36 bean bags.	
	When the coach blows the whistle, all other players try to run from one end of the field of play to the other without being hit by a bean bag thrown by the "it" player.	
	 Players who get hit with a beanbag must perform a 5-second plank and join the "it" player in the middle to help tag more players. 	
	The last player to get hit with a bean bag is the first "it" for the next round.	
	*Remind players that bean bags should be tossed at or below shoulder height.	



Relay Race (15	min.)
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide players into even lines. Each team should have at least 15 beanbags in front of the short cone. When the coach blows the whistle, the first player in each line picks up a bean bag and tries to toss it into the first box of the ladder. If that player's bean bag lands in the first box, the player sprints past the ladder to the end cone and cheers on the team. The second player in line then picks up another beanbag and tries to toss it into the second box of the ladder. If players miss the appropriate box, they run to collect the bean bag they threw, bring it back to the team, perform 5 push-ups, and then get in the back of the line. This repeats until all boxes of the ladder have a bean bag. If players have not made it to the cheering team and all the boxes have been filled, repeat steps starting with box 1. In this case, there may be more than one bean bag in each box.
Diagram	

C-1 - C-1	
Setup Set uplay.	p a field of play and create a midline with cones going across to divide the field of
Game Goal	of the game: To throw balls at targets while dodging balls.
Instructions • Di	vide players into 2 teams.
• Hadda • Work st • Pl re ga • If • Pl	ave teams stand on opposite sides of the field and give each of the teams half of the odgeballs. If hen the Coach says, "Go!" players grab the ball and throw it at the other team while aying on their half of the field. ayers who are hit from the shoulders down go to the side. They can be out for the est of the game or have to do jumping jacks, push-ups, or planks to get back in the ame. a player catches a thrown ball, the thrower is out. ay continues until one team's players are all out or until time has ended. ariations: Instead of being hit from the shoulders down it can be changed to waist



Mindfulness (45	5 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Body Scan
Practice	 The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children. Have your kids lie down on their back on a comfortable surface and close their eyes. Then, tell them to squeeze every single muscle in their body as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone. After a few seconds, have them release all their muscles and relax for a 20–30 seconds. Encourage them to think about how their body is feeling throughout the activity.

Stretching (5	5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you	can do both.
Setup	Group students at arm's length. Students should be calm and quiet before beginning. 1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Plow Pose
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down.
	 Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor.
	 Straighten your legs and slowly lower your toes to the floor behind your head with your legs fully extended.
	 If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping your legs straight.
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor, draw the knees toward the ears, and take 2 breaths in this position.
	2. Butterfly Pose
	 From a seated position, bend your knees so that the soles of your feet touch each other.
	Bring your heels as close in toward your body as possible.



Wrap your hands around your feet or ankles.
 Gently press your forearms or elbows into your thighs so that the knees move toward the floor.
Fold forward from your hips so your chest moves toward the floor.
Hold for 6 breaths.
3. Seated Spinal Twist
Sit up straight with both legs out in front of you.
Cross your right foot to the outside of your left thigh.
Bring your left foot back beside your right hip.
Place your right fingertips behind you.
Hug your left knee into your chest.
Inhale, and sit up tall.
Exhale, and twist to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,
left fingertips behind you, hug the right knee into the chest, and twist to the left), and hold
for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Arm Stretches Across Body
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 4 Hurdles	• 1 Playground Ball
	• 4 Kettle Bells	• 10 Dots/Poly Spots	4 Dots/Poly Spots
	• 1 Battle Rope	• 1 Sandbell	
		• 6 Hula Hoops	
		• 2 Short Cones	

Warm-Up 1: Toe Walks Warm-Up 2: Heel Scoops Warm-Up 3: Quad Stretch	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 3: Quad Stretch		Warm-Up 2: Heel Scoops	
		Warm-Up 3: Quad Stretch	
Warm-Up 4: Heel Walks		Warm-Up 4: Heel Walks	

Fitness Stations &	<u>Game</u> (20 min.)
Stations	Station 1: Squat Hold w/Kettle Bell
(10 min.)	Station 2: Back Lunges
	Station 3: Single-Leg Toe Touch
	Station 4: High Knee Runs
	 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	Tug O' War
(10 min.)	 Players divide into teams and line up on opposite ends of the balance rope. When the coach blows the whistle, teams try to pull the opposite team toward them. Play continues until one team has successfully pulled all the players from the other team to their side of the center.



Obstacle Course	(15 min.)
Setup and	Set up obstacle course or relay in a space that accommodates the size of the group. Use
Instructions	the diagram below when setting up.
	One person at a time starts the course. Jump over each hurdle with two feet. Jump on the dots, landing on one foot for each dot. Raise a sandbell up over head and place it back down. Repeat 5 times. Jump from one hula hoop to the next with two feet. Run to the end and finish with 5 push-ups.
Diagram	
	Hurdles Dots Sandbell
	START \rightarrow]]] \rightarrow 10' \rightarrow 0 0 0 0 \rightarrow 10' \rightarrow
	END ← ▲ ←15' ← ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Push-Ups Run Hula-Hoops

PE Game: Kickbal	II (15 min.)
Setup	Set up a kickball field with 4 bases and 1 pitcher's mound.
Game	Goal of the game: To kick the ball and make it around the bases without getting out and
Instructions	also fielding the ball to get the other team out.
	• Pitcher (can be the coach, a player from the fielding team, or a player from their own team) rolls the ball to the kicker.
	 The kicker must kick the ball and try to make it to a base without getting out. To get a player out, the fielding team must tag a runner with the ball or step on the base while holding the ball before the runner gets to the base.
	 When a team has 3 outs, they switch. Fielding team becomes the kicking team. Variations: For younger players, the game can be played without a pitcher. Place the ball on home plate and then the kicker kicks it from there. Bases could be moved closer or farther apart. Could play with "everyone kicks" rule where everyone kicks each time and doesn't switch at 3 outs.



Mindfulness (4	<u>Mindfulness</u> (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Bell Ringing	
Practice	 "Please get into your 'mindful bodies'—still and quiet, sitting upright, eyes closed." "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rainstick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out" Ring the bell to end. 	

Stretching (5	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you c	an do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Wide-Legged Forward Fold
Stretches	Interlace the hands behind the 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 legs.
	Take 10 breaths total, gently, 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.
 Supine Spinal Twist From a supine position (lying on the back), bend the left knee and cross it outside of the 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 the arms to a T, perpendicular to the torso. Turn the head so the eyes can see to the left.
Take 5 breaths and 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	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown Stretches	 1. Flamingo Stretch Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	 4 Tall Cones 	Dots/Poly Spots	4 Playground Balls
	 4 Kettle Bells 		8 Tall Cones
	 2 Sandbells 		

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 Stations 8	<u> </u>
Stations	Station 1: Squat Hold w/Kettle Bell
(10 min.)	Station 2: Back Lunges
	Station 3: Single-Leg Toe Touch
	Station 4: High Knee Runs
	 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	Burpee Wave
Game (10 min.)	Burpee Wave
	Burpee Wave Form a circle with all players.
	 Form a circle with all players. Set one sandbell in front of one player and another sandbell in front of a player on the



Relay Race (15 min.)		
Setup	Set up obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Use the rules for musical chairs, but play with dots. Spread out dots, using one less dot than the total number of players. For example, if there are 20 players, spread out 19 dots. Before the music starts, coach should call out how players will move around (run, skip, hop, jump, etc.) When the music starts, players move around the dots. When the music stops, players find a dot and do a squat hold in place until the music starts again. The player without a dot is out. The coach should remove a dot after each round until there is one player left. Repeat game for time. 	

PE Game: Dribbling Relay (15 min.)		
Setup	This is a relay race. It is best to set up on a basketball court where 4 cones are placed on one baseline and 4 cones placed on the other.	
Game	Goal of the game: To work on basketball dribbling skills.	
Instructions	 Divide the class into 4 teams. Have teams each stand behind a cone and give each team a ball. On "Go", the first player in the team dribbles the ball using their hand down to the far 	
	cone and back.Then they pass it to the next player.	
	This continues until all players have dribbled. The first team to finish wins that round.	
	Variations: Players could dribble with opposite hand, have to pass the ball to the next player on their team. Cones could also be set up between the end cones for teams to weave around.	

Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Bubbles
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.



	nin.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Plow Pose
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head with your legs fully extended.
	 If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping your legs straight.
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor and draw the knees toward the ears and take 2 breaths in this position.
	 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other. Bring your heels as close in toward your body as possible. Wrap your hands around your feet or ankles. Gently press your forearms or elbows into your thighs, so that the knees move toward the floor. Fold forward from your hips so your chest moves toward the floor.
	Hold for 6 breaths.
	 3. Seated Spinal Twist Sit up straight with both legs out in front of you. Cross your right foot to the outside of your left thigh. Bring your left foot back beside your right hip. Place your right fingertips behind you. Hug your left knee into your chest. Inhale, and sit up tall. Exhale, and twist to the right from the base of your spine.
	Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,



left fingertips behind you, hug the right knee into the chest, and twist to the left), and hold
for 5 breaths.

Cooldown St	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length from one another. Complete each stretch twice.	
Cooldown Stretches	 1. Flamingo Stretch Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat. 	
	 2. Toe Touch With straight legs and 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. Repeat with opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 2 Agility Ladders 9 Hula Hoops 9 Bean Bags of Color A 9 Bean Bags of Color B 	 2 Sandbells 20 Dots/Poly Spots 36 Bean Bags 3 Hula Hoops 2 Short Cones 2 Agility Ladders 	 2 Hula Hoops 2 Sandbells Short Cones Dots/Poly Spots Waist Flags (1 per player)

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: High Knees	

Fitness Stations	& Game (20 min.)		
Stations	Station 1: Planks, In, In, Out, Out		
(10 min.)	Station 2: Crab Toe Touch		
	Station 3: Bicep Curls		
	Station 4: Rows		
	 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. 		
	Players should complete each station at least 3 times.		
Game (10 min.)	Tic Tac Toe		
	 Create a 3x3 grid (9 squares) using the hula hoops and divide players into two teams. Divide the bean bags evenly between the teams and be sure each team has a specific color. For example, Team A's bags might be green while Team B's bean bags are red. Standing 10 feet away, the first players of each team pick up their color bean bags and toss them into one of the hula hoops in the grid. Each player after takes a turn tossing a bean bag until one team is able to get 3 bean bags in a row (vertical, horizontal, or diagonal). Variations: Create an obstacle course to run through before tossing bean bag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 		



Obstacle Cour	rse (15 min.)		
Setup and Instructions	Set up obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.		
	Divide the players into 2 lines. Four players at a time start this course, 2 from each line. To start, players pick up a sandbell and perform 10 squats. Then, in a push-up position, players travel down the dots, transferring hands from one dot to the next. After the dots, players try to toss one bean bag into a hula hoop that is 30 feet away. Once they get a bean bag into the hula hoop, they run down and around the cone that is 30 feet away. Last, players hop through the agility ladder sideways and then go back to the start. Each player repeats this obstacle course several times.		
Diagram	Run (4 30' 7)		
	Sandbell		
	Sandbell Run		

PE Game: Cap	ture the Flag (15 Min.)	
Setup	Set up a field about the size of a basketball court or as big as a soccer field. Use short cones to mark boundaries. Use dots/poly spots to create midline. Place a hula hoop on each side with a sandbell in each hoop. The sandbell is the "flag."	
Game	Goal of the game: Practice offensive and defensive skills.	
Instructions	 Divide players into 2 teams and give all players waist flags to wear. Only one team should wear the pinnies. Teams will start on either side of the field. 	
	When the coach says, "Go!" players will try to run onto the other side to get the other team's flag (sandbell) while also trying to stop the other team from getting their flag (sandbell).	
	When the players run to the other team's side, their flags can be pulled.	
	• If a player's flag is pulled, they go to the sideline and perform jumping jacks, push-ups, or	



planks to get back in the game.
When a player is able to run past the other team and makes it to the hula hoop, they are
safe and their flags cannot be pulled. If they are able to run back safely to their side with
the flag (sandbell), their team wins.
 Variations: Instead of players going to the sideline when their flag is pulled, they can go
to a hula hoop and are stuck there until one of their teammates comes and saves them
and walks them back to their team's side.

Mindfulness (4	I5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Posing
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.
	 Tell them to try one of the following two poses: The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible. The Wonder Woman: This pose is struck by standing tall with legs wider than hipwidth apart and hands or fists placed on the hips.

	nin.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time	
permits you ca	n do both.	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.	
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.	
Yoga	1. Cobra Pose	
Stretches	 Lie on your belly. Stretch your legs back, with tops of the feet on the floor. Spread your hands on the floor under your shoulders. Hug the elbows back into your body. Press the tops of the feet and thighs into the floor. Straighten the arms to lift the chest off the floor. Hold for 5 breaths. 2. Spinal Twist	



Hold for 6 breaths.

	Lie on your belly, head facing left.
	Extend your arms to the side so they are perpendicular to the torso.
	Roll your left leg from your hip so that it crosses over your right leg.
F	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling
C	over the left leg) and hold for 4 breaths.
3	B. Bridge Pose
	Lie on your back.
	 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
	Press your feet and arms into the floor.
	Lift the buttocks off the floor until the thighs are about parallel to the floor.
H	Hold for 4 breaths.
4	I. Happy Baby
	Lie on your back.
	Bend your knees into your belly.
	Grip the outsides of your feet with your hands.
	 Open your knees slightly wider than your torso, then bring them up toward your armpits.
	Position each ankle directly over the knee so your shins are perpendicular to the floor.

Cooldown Str	etches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown Stretches	 Arm stretches across body Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm stretches behind body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.



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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	 4 Tall Cones 	4 Short Cones	• 3–5 Dodgeballs
	2 Agility Ladders1 Sandbell	12 Tall Cones2 Sandbells	Short Cones

Warm-Ups (5 min	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles		
	Warm-Up 2: High Kicks		
	Warm-Up 3: Knee Hugs		
	Warm-Up 4: High Knees		

Fitness Stations &	<u> </u>
Stations (10 min.)	Station 1: Planks, In, In, Out, Out Station 2: Crab Toe Touch Station 3: Bicep Curls Station 4: Rows
	 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	Sandbell Tag
(10 min.)	 This is a simple game of tag in which the players who are "it" must touch the other players with the sandbell. When a player is tagged with the sandbell, he/she must hold a plank for 20 seconds before taking the sandbell and switching places with the person who tagged them. The player who was tagged is now "it." * Remind players that sandbells should NOT be tossed at other players.



Relay Race (15	5 min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group. Divide players into 2 equal teams and place at start cone.	
Relay Instructions	 Divide each team in half and send half the players to the opposite end cone. The first player from each team at the start cone picks up a sandbell. When the coach blows the whistle, the player runs in and out of the cones in a figure-8 position towards the end cone. The player then passes the sandbell to the first player at the end cone who then runs in and out of the cones in a figure-8 position towards the start cone. Each player should run through the cones twice, putting them back in their original line. 	
Diagram	START \rightarrow 30' \rightarrow	

PE Game: Faint	ing Goat Tag (15 min.)
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.
Game Instructions	 Goal of the game: To avoid being tagged. Pick 3–5 taggers and give them a foam ball to tag with. Everyone else is a goat. The taggers are trying to tag the goats. A goat can faint to avoid being tagged. When fainting they have to fall over and pretend they fainted. Fainted goats can only be safe for 5 seconds. Then they have to start running again. If a goat gets tagged, the goat becomes the tagger and the person who tagged the goat becomes a goat. Variations: This game is fun to play on grass so players can get into fainting.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Heartbeat Exercise
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice to their own lives as well. Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their heart. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced mindfulness activities.

Stretching (5	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you o	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. 1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Downward-Facing Dog
Stretches	 The pose has the head down, with the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder-width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible.
	Take 5 breaths. Hold the right ankle with the left hand, take 3 breaths, then switch to holding the left ankle with the right hand and take 3 breaths.
	 Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes so your heel is pointing up to the ceiling.
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose with the left knee brought to the left wrist and take 5 breaths.
	 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of the right leg.



• Lower your left knee down onto the ground and release the top of your left foot.

Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk the feet up to the hands and unroll the spine upward until standing.

Cooldown St	retches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown Stretches	 1. Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 1 Short Cone	• 2–3 Dodgeballs
	• 4 Sandbells	1 Agility Ladder	Dots/Poly Spots
	Dodgeballs (1 per pair)	• 14 Dots/Poly Spots	
		• 4 Hurdles	
		• 1 Playground Ball	

Warm-Ups (5 min	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
	Warm-Up 1: Skip Forward and Backwards	
	Warm-Up 2: Side Shuffle	
	Warm-Up 3: Butt Kickers	
	Warm-Up 4: Sprint	

Fitness Stations 8	<u> </u>
Stations	Station 1: Squat Jumps
(10 min.)	Station 2: Speed Side Shuffle
	Station 3: Tic Tocs
	Station 4: Back Lunges w/Sandbells
	 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.)	
	Players divide 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!" players race to grab the ball.
	 The first player to grab the ball calls out an exercise for the other player to do 5 times. Repeat for time.
	* Coach should encourage students to pick different exercises.



Obstacle Cou	rse (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 completes this course. Players start by running up to the ladder and jumping in and out of the ladder for the full length of the ladder. Next, players hop from dot to dot on one foot following the zig-zag pattern—staying on the same foot. Then, players jump sideways over the hurdles. After the last hurdle, the coach tosses a playground ball to the player, and the player must jump up and try to catch the ball while in midair and toss it back to the coach before landing. Players return to the start line to repeat the course. Players should complete course at least twice.		
Diagram	Run Ladder Drill Run One-Legged Hops on Dots		
	START ▲ ← 10' → ← 20' → 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
	Back to Start Playground Ball Toss Hurdles		

PE Game: Pag	cman Tag (15 min.)
Setup	If no basketball court with lines on the ground is available, use dots/poly spots to make a rectangle with some 2–3 lines connecting the sides of the rectangle.
Game	Goal of the game: Practice locomotor skills while running on lines.
Instructions	 Choose 2–3 players to start off as "it" or the "Pac" people. These players will carry the dodgeballs. During the game they cannot throw the balls. All players, including the players who are "it," have to run and move on the lines. Players can travel in any direction but are not allowed to jump lines. To get to another line, players must run until they come to an intersection with another line. Taggers tag others with the ball. When a player gets tagged, they sit down on the line and become a barrier. Only "Pac" people can run past a sitting player. Game continues until all players have been tagged.
	• Variations: When players are tagged, they can become a temporary road block. The tagged player performs an exercise for a count of 10 (e.g., 10 sit ups, 10 push-ups, 10 squats, etc.).



When tagged, no one can pass the player doing the exercise except the "Pac" people.	ise except the "Pac" people.
---	------------------------------

Mindfulness (4	15 sec.)
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
	beginning, conduct the detivity for 45 seconds.
Mindfulness	4-7-8 Breath
Practice	Have the students find any comfortable seated position. Instruct them to keep their tongue pressed against the back of their top teeth during the entire sequence of breathing.
	Then instruct them to:
	Exhale through the mouth and then close the mouth.
	Breath in through the nose for a count of 4.
	Hold their breath for a count of 7.
	Exhale through their mouth (with whooshing sound) for a count of 8.
	Close the mouth and repeat all steps x 4.

Stretching (5	i min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time
permits you	can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga	1. Wide-Legged Forward Fold
Stretches	Interlace the hands behind the 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 legs.
	Take 10 breaths total, gently, 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 the left knee and cross it outside of the 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 the arms to a T, perpendicular to the torso. Turn the head so the eyes can see to the left.
Take 5 breaths and 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 Sti	retches (5 min.)
Setup	Group students at arm's length from one another. Complete each stretch twice.
Cooldown	1. Flamingo Stretch
Stretches	 Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat.
	 2. Toe Touch With straight legs and 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. Repeat with opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	<u>PE Game</u>
List	• 4 Tall Cones	4 Tall Cones	Short Cones
	• 4 Sandbells	2 Ankle Bands	

Warm-Up 1: Skip Forward and	Backwards
Warm-Up 2: Side Shuffle	
Warm-Up 3: Butt Kickers	
Warm-Up 4: Sprint	

Fitness Stations &	Game (20 min.)	
Stations	Station 1: Squat Jumps	
(10 min.)	Station 2: Speed Side Shuffle	
	Station 3: Tic Tocs	
	Station 4: Back Lunges w/Sandbells	
	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	Over or Under	
(10 min.)		



Relay Race (15	min.)	
Setup	Set up obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.	
Relay Instructions	 Players divide into two teams and stand behind a start cone. When the coach blows the whistle, the first two players from each team put the ankle band around their ankles. One player will have the band around his/her left ankle and the other will have the band around his/her right ankle. Once the ankle band is on, the players work together to walk/run through the ladder, stepping/hopping the banded feet in each square, towards the end cone 25 feet away. Players repeat this movement back to the start cone and pass the ankle band to the next two players in line. Repeat until all players have gone at least twice. 	
Diagram	A → START → 20' → A — —	

PE Game: Chaos	Tag (15 min.)
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.
Game	Goal of the game: Work on chasing and fleeing skills.
Instructions	In this game everyone is "it."
	 If players get tagged, they must take a seat on the ground. They may not get up until the players who tagged them gets tagged and sits. For example, if player A tags player B, player B sits on the ground watches to see when player A gets tagged. Once player A gets tagged by player C, player A sits down and player B gets up. Variations: If the game has stalled, the coach may yell "Break." That means everyone is free and back up again, and the game resets.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Complete the activity for 45 seconds.
Mindfulness	Body Scan
Practice	The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children.
	 Have your kids lie down on their back on a comfortable surface and close their eyes. Then, tell them to squeeze every single muscle in their body as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone.
	After a few seconds, have them release all their muscles and relax for 20–30 seconds.
	Encourage them to think about how their body is feeling throughout the activity.

	min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if you can do both.
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.
Yoga Stretches	 Downward-Facing Dog The pose has the head down, with the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder-width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible. Take 5 breaths. Hold the right ankle with the left hand, take 3 breaths, then switch to holding the left ankle with the right hand and take 3 breaths. Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes so your heel is pointing up to the ceiling.
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose with the left knee brought to the left wrist and take 5 breaths.



3. Lizard Pose
Begin in Downward-Facing Dog.
 On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of the right leg.
Lower your left knee down onto the ground and release the top of your left foot.
Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk the feet up to the hands and unroll the spine upward until standing.

Cooldown Stre	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length from one another. Complete each stretch twice.	
Cooldown	1. Flamingo Stretch	
Stretches	 Stand on one leg. Grab the ankle of the opposite leg to stretch quad. Hold for 30 seconds. Switch sides and repeat. 	
	 2. Toe Touch With straight legs and 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. Repeat with opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 4 Hurdles	Waist Flags (1 Per Player)
	• 1 Battle Rope	1 Sandbell1 Agility Ladder2 Tall Cones	Short Cones

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: High Knees

Fitness Stations	Fitness Stations & Game (20 min.)	
Stations (10 min.)	Station 1: Incline Push Ups Station 2: Side Plank Station 3: Bicycles Station 4: Inch Worms	
	 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 (10 min.)	 Players divide into teams and line up on opposite ends of the balance rope. When the coach blows the whistle, teams try to pull the opposite team toward them. Play until one team has successfully pulled all the players from the other team to their side of the center. 	



Obstacle Cour	Obstacle Course (15 min.)	
Setup and	Set up obstacle course or relay in a space that accommodates the size of the group. Use	
Instructions	the diagram below when setting up.	
	One person at a time starts the course. To begin, the player jumps over each hurdle landing both feet on the ground before jumping again. Next, the player picks up the sandbell and throws it down to the ground. This repeats 5 times. The player then performs fast feet through the ladder (example: 1 foot in, 1 foot out or both feet in, both feet out). After the ladder, the player should sprint through the end cones and then jog back to the start line. Each player should complete the course at least twice.	
Diagram		
	Hurdles Sandbell Agility Ladder \Rightarrow Sprint \Rightarrow Sprint \Rightarrow	

PE Game: Got	PE Game: Gotcha Flag Tag (15 min.)		
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.		
Game Instructions	 Goal of the game: To run around and grab people's flag belts without getting one's own pulled. Everyone puts a waist flag on. In this tag game everyone is "it." Players run around and try to pull each other's waist flag. When a player pulls a waist flag they say "gotcha" and give the flag back to the player. Then the player puts the flag belt back on and keeps playing. Variations: Teams could be made to make the game more interesting. 		



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Bell Ringing	
Practice	 "Please get into your 'mindful bodies'—still and quiet, sitting upright, eyes closed." "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rainstick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out" Ring the bell to end. 	

Stretching (5	Stretching (5 min.): Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if	
time permits	time permits you can do both.	
Setup	Group students at arm's length from one another. Students should be calm and quiet before beginning.	
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breathing.	
Yoga	1. Cobra Pose	
Stretches	Lie on your belly.	
	Stretch your legs back, with tops of the feet on the floor.	
	Spread your hands on the floor under your shoulders.	
	Hug the elbows back into your body.	
	Press the tops of the feet and thighs into the floor.	
	Straighten the arms to lift the chest off the floor.	
	Hold for 5 breaths.	
	2. Spinal Twist	
	Lie on your belly, head facing left.	
	Extend your arms to the side so they are perpendicular to the torso.	
	Roll your left leg from your hip so that it crosses over your right leg.	
	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling	



over the left leg) and hold for 4 breaths.
3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift the buttocks off the floor until the thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
 Position each ankle directly over the knee, so your shins are perpendicular to the floor.
Hold for 6 breaths.

Cooldown Stretches (5 min.)			
Setup	Group students at arm's length from one another. Complete each stretch twice.		
Cooldown Stretches	 1. Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 		
	 2. Arm Stretches Behind Body Put hands behind body and interlock fingers. Once interlocked, see how far you can bring up arms. Hold for 30 seconds. 		
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side. 		
	 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. 		





Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	• 4 Tall Cones	• 4 Tall Cones	Short Cones
	• 2 Sandbells	• 2 Sandbells	Waist Flags (1 Per Player)

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.				
	Warm-Up 1: Walking Arm Circles			
	Warm-Up 2: High Kicks			
	Warm-Up 3: Knee Hugs			
	Warm-Up 4: High Knees			

Fitness Stations &	Fitness Stations & Game (20 min.)				
Stations	Station 1: Incline Push-ups				
(10 min.)	Station 2: Side Plank				
	Station 3: Bicycles				
	Station 4: Inchworms				
	 Use 4 tall cones to designate 4 stations. The stations should be approximately 25 fee 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 (10 min.)	Hot Potato with Sandbell				
(10 111111.)	 Players sit or stand in a circle; 2 players start with a sandbells. 				
	 When the coach blows the whistle, players pass the sandbells around the circle. They can pass them sideways or toss them underhand. 				
	 When the coach says "Stop," the 2 players with sandbells in their hands must do 5 push-ups or 5 squats. 				
	 Play until all or most of the players have been caught with the "hot potato," and have performed 5 push-ups or 5 squats. 				



Relay Race (15 min.)			
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.		
Relay Instructions	 Divide the players into 2 teams and have each team line up behind a start cone. When the coach blows the whistle, the first 2 players from each team bear-crawl to the end cone 20 feet away while balancing sandbells on their backs. Players then go around the end cone before crawling back to the start. When a player returns to their line, the next player goes. Repeat until all players in line have gone. 		

PE Game: Shark	PE Game: Sharks and Minnows (15 min.)			
Setup	Set up a field of play. If necessary, use cones to mark off boundaries. A basketball-court-sized space is perfect.			
Game Instructions	 Goal of the game: To be quick and avoid being tagged by the sharks, and to try to tag the minnows. Choose 1–4 players who do not wear waist flags to start off as "sharks." The "sharks" stand in the middle of the field of play. All other players are the "minnows," who stand together at one end of the field, wearing waist flags. When the coach or the sharks yell out "Swim," the minnows try to run across the field to the other side, while the sharks try to grab their waist flags. If a minnow makes it to the other side without getting their flag pulled, they are safe. If a minnow's waist flag gets pulled, they put their flag to the side and become a shark. Play until a couple of minnows are left, then start a new round. Variations: When a shark pulls a minnow's flag, they become seaweed. A seaweed freezes where their waist flag was pulled and cannot move from that spot. When the game continues, the seaweed can tag minnows without moving and make them seaweed as well. 			



Mindfulness (45 sec.)		
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Mindful Bubbles	
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.	

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time				
permits, you can do both.				
Setup	Group students at arm's length. Students 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. Plow Pose			
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping them straight. Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor and draw your knees toward your ears. Take 2 breaths in this position. 			
	 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other. Bring your heels in as close to your body as possible. Wrap your hands around your feet or ankles. Gently press your forearms or elbows into your thighs, so that your knees move toward the floor. Fold forward from your hips so your chest moves toward the floor. Hold for 6 breaths. 			



3. Seated Spinal Twist
Sit up straight, with both legs out in front of you.
Cross your right foot to the outside of your left thigh.
Bring your left foot back beside your right hip.
Place the fingertips of your right hand behind you.
Hug your left knee to your chest.
Inhale, sitting up tall.
Exhale, twisting to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,
fingertips of your left hand behind you, hugging your right knee to your chest and twisting
to the left) and hold for 5 breaths.

Cooldown Stretches (5 min.)			
Setup	Group students at arm's length. Complete each stretch twice.		
Cooldown	1. Arm Stretches Across Body		
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 		
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 		
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side. 		
	 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. 		





Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 4 Short Cones	Short Cones
	• 4 Kettle Bells	6 Dots/Poly Spots	
	• 9 Hula Hoops	• 4 Hula Hoops	
	 9 Beanbags Of Color A 	• 1 Tall Cone	
	• 9 Beanbags Of Color B		

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 Stations &	& Game (20 min.)			
Stations	Station 1: Squat Hold w/Kettlebell			
(10 min.)	Station 2: Back Lunges			
	Station 3: Single-Leg Toe Touch			
	Station 4: High-Knee Runs			
	• Use 4 tall cones to designate 4 stations. The 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	Tic Tac Toe			
(10 min.)				
	• Create a 3x3 grid (9 squares) using the hula hoops, and divide players into two teams.			
	Divide the beanbags evenly between the teams, and be sure each team has a specific			
	color. For example, team A's bags might be green, while team B's beanbags are red.			
	Standing 10 feet away, the first players on each team pick up a beanbag in their color and toss it into one of the hula hoops in the grid.			
	• Each player after takes a turn tossing a beanbag until one team is able to get 3 beanbags in a row (vertical, horizontal or diagonal).			
	 Variations: Create an obstacle course to run through before tossing beanbag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 			



Obstacle Cour	<u>se</u> (15 min.)				
Setup and Instructions	Set up an obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.				
	Form one line behind the start cone. One player at a time starts the course. From the start cone, players run to the first dot, hop on one leg to the next dot, and repeat until the end of the dots. Next, players run to the first cone and bear-crawl to the second cone. After bear crawls, players perform the activities listed below at the different hula-hoops. To finish, the players attempt a jump squat over a short or tall cone without touching the cone. Players return to the start line to repeat the course. Players should complete course at least twice.				
Diagram		Run	One-Leg Hops on Dots	Bear Crawl	
	START_	→ 10′ →	000000 →5′	\rightarrow \rightarrow 10' \rightarrow	\
	<u> </u> ← 10'	←	← 10′ ← ← 10′	← ← 10′ ← ←	
	Jump squats	5 Burpees	s 10 Lunges	10 Push Ups 10 Squats	

PE Game: TV Show/Movie Tag (15 min.)			
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.		
Game Instructions	 Goals of the game: Use locomotor skills to tag others and avoid being tagged. Communicate with others. Everyone is "it" in this game. Players try to tag each other to freeze other players. If a player is tagged first, they must freeze in place until someone comes by and tells a frozen player a TV show or movie they like. Then the frozen player must say a different TV show or movie. Once they share, they are free to go. Players cannot be tagged while they are helping each other. Variations: Players can stick to categories of TV shows or movies, such as animation, superheroes, animals, etc. 		



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning.
	Conduct the activity for 45 seconds.
Mindfulness	Mindful Posing
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.
	Tell them to try one of the following two poses:
	 The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible.
	2. The Wonder Woman: This pose is struck by standing tall with legs wider than hip-width apart and hands or fists placed on the hips.

Stretching (5 permits, you	min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time can do both.
Setup	Group students at arm's length. Students 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.
	Set your feet wide apart.
	Turn your toes slightly in and your heels slightly out.
	 Inhale and lengthen your torso, stretching 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 legs.
	Take 10 breaths total, gently, 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.) Spread 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 press your knees into your elbows.



Hold for 8 breaths.
 3. Supine Spinal Twist From a supine position (lying on the back), bend your left knee and cross it on the outside of your right foot. Use your hand to put slight pressure on your left knee to push it toward the floor. Keep both shoulders squared and rooted to the floor. Extend your arms into a T, perpendicular to your torso. Turn your head so your eyes can see to the left.
Take 5 breaths and repeat on the opposite side (right knee crossed on the outside of your left foot, head turned so your eyes can see to the right) for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length. 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 feet pointed forward, reach down as far as possible to touch your toes. Hold for 30 seconds.
	 Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	• 4 Tall Cones	• 4 Tall Cones	Short Cones
	• 4 Kettlebells	• 2 Personal Parachutes	
	• 2 Ankle Bands		

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 Stations &	& Game (20 min.)				
Stations	Station 1: Squat Hold w/Kettlebell				
(10 min.)	Station 2: Back Lunges				
	Station 3: Single-Leg Toe Touch				
	Station 4: High-Knee Runs				
	 Use 4 tall cones to designate 4 stations. The 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	Ankle Bands				
(10 min.)	 Divide players into 2 teams and have each team line up behind a start cone. Place an ankle band at each team's start cone and put an end cone 20 feet away from the start cone. The first player from each team puts the ankle band around both ankles and runs to the end cone. At the end cone, the player performs 5 jump squats and 5 push-ups with the ankle band still on, runs back to the start cone, and passes the band to the next player in line. The first team to have all players complete the relay wins. 				



Relay Race (15 min.)		
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Divide the players into 2 teams and have each team line up behind a start cone. Place an end cone 50 feet away from each start cone. The first player for each team straps a personal parachute around his/her waist. When the coach blows the whistle, the first player runs to the end cone and back to the start as quickly as possible. Once back at the start cone, the first player takes the personal parachute off and transfers it to the next player in line. This continues until all players on the team have gone. 	

PE Game: Chaos Tag (20 min.)		
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.	
Game	Goal of the game: Work on chasing and fleeing skills.	
Instructions	In this game, everyone is "it."	
	 If a player get tagged first, they must take a seat on the ground. They may not get up until the player who tagged them gets tagged and sits. For example, if player A tags player B, player B is sitting on the ground and watching to see when player A gets tagged. Once player A gets tagged by player C, player A sits down and player B gets up. 	
	• Variations: If the game has stalled, the coach may yell "Break." That means everyone is free to get back up again, and the game resets.	

Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Heartbeat Exercise	
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice to their own lives as well. Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their hearts. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced mindfulness activities.	



Stretching (5 permits, you	min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time
Setup	Group students at arm's length. Students should be calm and quiet before beginning.
	1 breath = 4 counts in, 4 counts out. Start each sequence with 2–3 rounds of breath.
	·
Stretches	 Plow Pose Lie flat on your back with your legs extended and your arms at your sides, palms down.
	 Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor.
	 Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended.
	 If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping them straight.
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then lift your feet from the floor, draw your knees toward your ears, and take 2 breaths in this position.
	2. Butterfly Pose
	 From a seated position, bend your knees so that the soles of your feet touch each other.
	Bring your heels in as close to your body as possible.
	Wrap your hands around your feet or ankles.
	 Gently press your forearms or elbows into your thighs, so that your knees move toward the floor.
	Fold forward from your hips so your chest moves toward the floor.
	Hold for 6 breaths.
	3. Seated Spinal Twist
	Sit up straight, with both legs out in front of you.
	 Cross your right foot on the outside of your left thigh. Bring your left foot back beside your right hip.
	Place the fingertips of your right hand behind you.
	Hug your left knee to your chest.
	Inhale, sitting up tall.
	Exhale, twisting to the right from the base of your spine.
	Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,



fingertips of your left hand behind you, hugging the right knee to the chest and twisting to
the left) and hold for 5 breaths.

Cooldown Stre	etches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.	
Cooldown Stretches	 1. Flamingo Stretch 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 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. Repeat on the opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 4 Short Cones	Short Cones
	• 2 Agility Ladders	1 Sandbell12 Dots/Poly Spots	Waist Flags (1 Per Player)
	Dodgeballs (1 Per Group)	• 1 Agility Ladder	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: High Knees	

Fitness Station	s <u>& Game (</u> 20 min.)		
Stations	Station 1: Planks In In Out Out		
(10 min.)	Station 2: Crab Toe Touch		
	Station 3: Bicep Curls		
	Station 4: Rows		
	Use 4 tall cones to designate 4 stations. The 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.)			
	Players divide into pairs.		
	A ball is placed in the middle of each pair.		
	• Coach says, "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!", players race to grab the ball.		
	 The first player to grab the ball calls out an exercise for the other player to do 5 times. Repeat for time. 		
	* Coach should encourage students to pick different exercises.		



Obstacle Course (15 min.)		
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Instructions	Use the diagram below when setting up.	
	Form 2 lines behind the start cone. Before leaving the start cone, the first player from each line does a back-to-back wall sit and holds for 15 seconds. Players then bear-crawl from the start cone to the end cone. Next, the players jump with two feet in a zig-zag pattern, landing on each dot. They then run to opposite sides of the ladder. One player picks up the sandbell and gently tosses it to their partner. Players toss it back and forth to each other while sideways shuffling down and back up the ladder. One player puts the sandbell back at the start of the ladder before sprinting back to the start of the course with their partner. Players should go through course at least twice.	
Diagram	Bear Crawl Dot Jumps	
	START → 10 feet →	

PE Game: Secr	PE Game: Secret Agent Tag (15 min.)	
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.	
Game Instructions	 There are 3 roles in the tag game: Bad guys try to tag everyone that is standing up. If tagged by a bad guy, the players must sit down, and are stuck until freed by a secret agent. Nothing happens if a bad guy tags another bad guy. Secret agents try to tag anyone who is sitting down to free them. They also try to avoid getting tagged by the bad guys. If tagged by a bad guy, they must sit and wait until another secret agent frees them. Citizens don't have a job, but run around. They get tagged by the bad guys and 	
	freed by the secret agents. • Sit players in a circle and ask them to close their eyes. Go around and tap 3–5 players ONCE on the head—these will be the bad guys. Then go around and tap 3–5 players	



	TWICE on the head—these will be secret agents. In a class of 20, there are usually 5
	players are bad guys and 6 who are secret agents. Players whose heads are not
	tapped are citizens.
•	Ask players to stand up and spread out, and then say "Go" to start the round.
•	The round goes until all the bad guys tag the secret agents, or until time.
•	Variations: To make the game longer, have more secret agents than bad guys.

Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	4-7-8 Breath
Practice	Have the students find any comfortable seated position. Instruct them to keep their tongue pressed against the back of their top teeth during the entire breath sequence.
	 Then instruct them to: Exhale through their mouths and then close their mouths. Breath in through their noses 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 4 times.

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time	
, , ,	can do both.
Setup	Group students at arm's length. Students 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. Cobra Pose
Stretches	Lie on your belly.
	Stretch your legs back, with the tops of your feet on the floor.
	Spread your hands on the floor under your shoulders.
	Hug your elbows back into your body.
	Press the tops of your feet and thighs into the floor.
	Straighten your arms to lift your chest off the floor.
	Hold for 5 breaths.
	2. Spinal Twist
	Lie on your belly, head facing left.
	 Extend your arms to the side so they are perpendicular to your torso.
	Roll your left leg from your hip so that it crosses over your right leg.



Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.
 3. Bridge Pose Lie on your back. Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible. Press your feet and arms into the floor. Lift your buttocks off the floor until your thighs are about parallel to the floor.
Hold for 4 breaths.
 4. Happy Baby Lie on your back. Bend your knees into your belly. Grip the outsides of your feet with your hands. Open your knees slightly wider than your torso, then bring them up toward your armpits. Position each ankle directly over the knee, so your shins are perpendicular to the floor.
Hold for 6 breaths.

Cooldown Stre	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.	
Cooldown Stretches	 1. Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are 	
	 interlocked, see how far you can bring your arms up. Hold for 30 seconds. 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat with opposite side. 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. 	



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones	• 4 Short Cones	• 3–5 Dodgeballs
	2 Agility Ladders	• 2 Hula Hoops	• 3–5 Pinnies
	4 Sandbells		Short Cones

<u>warm-ops</u> (5 mm.):	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles		
	Warm-Up 2: High Kicks		
	Warm-Up 3: Knee Hugs		
	Warm-Up 4: High Knees		

Fitness Stations & Game (20 min.)		
Stations	Station 1: Planks In In Out Out	
(10 min.)	Station 2: Crab Toe Touch	
	Station 3: Bicep Curls	
	Station 4: Rows	
	 Use 4 tall cones to designate 4 stations. The 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	Over or Under	
(10 min.)		
	Divide the players into 4 teams and give each team 1 sandbell.	
	• Each team lines up across the field, one player behind the other, and the player in	
	the front starts by passing the sandbell either overhead or between his/her legs to the player behind.	
	• The next player passes the sandbell either overhead or between his/her legs to the player behind.	
	 Players continue passing the sandbell over or under until it reaches the end of the line, at which time the last player runs with the sandbell to the front of the line and 	
	starts again.	
	Play continues until each player has been to the front of the line.	



Relay Race (15 min.)	
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide the players into 2 teams and have them line up behind a start cone, with an end cone 30 feet away. The first player from each team rolls the hula hoop from the start cone to the end cone and back. If the hula hoop falls flat, players must stop and do 5 push-ups before picking up the hoop and continuing. Repeat until all players have gone at least once.
Diagram	START → 25' →

PE Game: Capt	ture the Flag (15 min.)
Setup	Set up a field about the size of a basketball court or as big as a soccer field. Use short cones to mark boundaries. Use dots/poly spots to create a midline. Place a hula hoop on each side, with a sandbell in each hoop. The sandbell is the "flag."
Game	Goal of the game: Practice offensive and defensive skills.
Instructions	 Divide players into 2 teams and give all players waist flags to wear. Only one team should wear the pinnies.
	Teams start on either side of the field.
	When the coach says, "Go!", players try to run to the other side to get the other team's flag (sandbell), while also trying to stop the other team from getting their flag (sandbell).
	When the players run to the other team's side, their flags can be pulled.
	If a player's flag is pulled, they go to the sideline and perform jumping jacks, push- ups, or planks to get back in the game.
	• When a player is able to run past the other team and makes it to the hula hoop, they are safe, and their flags cannot be pulled. If they are able to run back safely to their side with the flag (sandbell), their team wins.
	 Variations: Instead of players going to the sideline when their flag is pulled, they can go to a hula hoop. They will be stuck there until one of their teammates comes and saves them and walks them back to their team's side.



Mindfulness (45	Mindfulness (45 sec.)		
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.		
Mindfulness	Body Scan		
Practice	 The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children. Have your kids lie down on their backs on a comfortable surface and close their eyes. Then, tell them to squeeze every single muscle in their body as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone. After a few seconds, have them release all their muscles and relax for 20–30 seconds. Encourage them to think about how their bodies are feeling throughout the activity. 		

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time	
permits, you ca	an do both.
Setup	Group students at arm's length. Students 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. Downward-Facing Dog
Stretches	 The pose has the head down, with the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder width apart
	The feet are a foot apart, the legs are straight, and the hips are raised as high as possible.
	Take 5 breaths. Hold your right ankle with your left hand, take 3 breaths, then switch to holding your left ankle with your right hand and take 3 breaths.
	 2. Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge
	of it.
	Your right ankle will be somewhere in front of your left hip.
	Slide your left leg back and point your toes, so your heel is pointing up to the ceiling.
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose, with your left knee brought toward your left wrist, and take 5 breaths.



 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of your right leg. Lower your left knee onto the ground and release the top of your left foot.
Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk your feet up to your hands and unroll your spine upward until you are standing.

Cooldown Stre	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.	
Cooldown	1. Arm Stretches Across Body	
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 	
	2. Arm Stretches Behind Body	
	 Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 	
	3. Side Reach	
	Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.	
	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. 	





Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 	 1 Short Cone 	8 Tall Cones
	 4 Sandbells 	 3 Hula Hoops 	2 Soccer Balls
	• 1 Battle Rope	 3 Bean Bags 	Short Cones
		 1 Agility Ladder 	Dots/Poly Spots
		 1 Soccer Ball 	• Pinnies
		 6 Tall Cones 	

Warm-Ups (5 I	min.): Mark start and end points 25 yards apart and have players go down and back.
	Warm-Up 1: Skip Forward and Backwards
	Warm-Up 2: Side Shuffle
	Warm-Up 3: Butt Kickers
	Warm-Up 4: Sprint

Fitness Station	s & Game (20 min.)
Stations	Station 1: Squat Jumps
(10 min.)	Station 2: Speed Side Shuffle
	Station 3: Tic Tocs
	Station 4: Back Lunges w/ Sandbell
	Use 4 tall cones to designate 4 stations. The 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	Tug o' War
(10 min.)	 Players divide into teams and line up on opposite ends of the balance rope. When the coach blows the whistle, teams try to pull the opposite team toward them. Play until one team has successfully pulled all the players from the other team toward their side.



Obstacle Cour	se (15 min.)
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group. Use
Instructions	the diagram below when setting up.
	One person at a time starts the course. Players run to the first hula-hoop, pick up a beanbag, and throw it up high in the air. Immediately after throwing the beanbag in the air, the player jumps and spins 360 degrees, then tries to catch the beanbag before it hits the ground. They get three tries to catch the beanbag at each hula-hoop. Players should run between hula-hoops. From the last hula-hoop, players run to the agility ladder, where a coach tells them how to go through the ladder (e.g., hop on one foot, hopscotch, two feet in and two feet out, etc.). Next, players kick a soccer ball in figure-eights around the tall cones to the end of the course.
Diagram	
	Jump, Turn, and Catch
	START $ \rightarrow 10' \rightarrow $
	Back to Start
	Soccer Ball Figure Eights Agility Ladder

PE Game: 4-G	oal Soccer (15 min.)
Setup	If necessary, set up a soccer field using short cones. Use dots/poly spots to create a midline, and use tall cones to create 2 goals on each half.
Game	Goal of the game: To work on kicking skills.
Instructions	Divide players into 2 teams, and give 1 team pinnies to wear.
	This game has soccer rules, but each side has 2 goals.
	• Variations: Up to 6 balls can be thrown in to get players moving. Coaches can choose if
	teams get to play with goalies.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Bell Ringing
Practice	 "Please get into your 'mindful bodies'—still and quiet, sitting upright, eyes closed."
	 "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rain stick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out" Ring the bell to end.

	min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time
permits, you	
Setup	Group students at arm's length. Students 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 the hands behind the back.
	Set your feet wide apart.
	Turn your toes slightly in and your heels slightly out.
	 Inhale and lengthen your torso, stretching 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 legs.
	Take 10 breaths total, gently, 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.)
	Spread 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 press your knees into your elbows.
Hold for 8 breaths.
3. Supine Spinal Twist
 From a supine position (lying on your back), bend your left knee and cross it on the
outside of your right foot.
 Use your hand to put slight pressure on your left knee to push it toward the floor.
 Keep both shoulders squared and rooted to the floor.
Extend your arms into a T, perpendicular to your torso.
Turn the head so your eyes can see to the left.
Take 5 breaths and repeat on the opposite side (right knee crossed on the outside of the
left foot, head turned so eyes can see to the right) for 5 breaths.

Cooldown St	retches (5 min.)
Setup	Group students at arm's length. 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 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. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones	• 4 Tall Cones	• 4 Sandbells
	4 Sandbells	• 2 Ankle Bands	
	36 Beanbags		

Warm-Ups (5 r	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Skip Forward and Backwards		
	Warm-Up 2: Side Shuffle		
	Warm-Up 3: Butt Kickers		
	Warm-Up 4: Sprint		

Fitness Stations	s & Game (20 min.)
Stations	Station 1: Squat Jumps
(10 min.)	Station 2: Speed Side Shuffle
	Station 3: Tic Tocs
	Station 4: Back Lunges w/ Sandbell
	 Use 4 tall cones to designate 4 stations. The 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	Beanbag Tag
(10 min.)	 Choose one player to be "it" and have that player stand in the middle of the playing
	field with 36 beanbags.
	 field with 36 beanbags. When the coach blows the whistle, all other players try to run from one end of the field of play to the other without being hit by a beanbag thrown by the player who is
	 field with 36 beanbags. When the coach blows the whistle, all other players try to run from one end of the field of play to the other without being hit by a beanbag thrown by the player who is "it." Players who get hit with a beanbag must perform 5 squats and join the "it" player in
	 field with 36 beanbags. When the coach blows the whistle, all other players try to run from one end of the field of play to the other without being hit by a beanbag thrown by the player who is "it." Players who get hit with a beanbag must perform 5 squats and join the "it" player in the middle to help tag more players.



Relay Race (15 min.)		
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Divide the players into 2 teams and have each team line up behind a start cone. Place an ankle band at each team's start cone, and put an end cone 20 feet away from each start cone. The first player from each team puts the ankle band around both ankles and runs to the end cone. At the end cone, the player performs 5 jump squats and 5 push-ups with the ankle band still on. Then the player runs back to the start cone and passes the band to the next player in line. 	

PE Game: Over	r/Under Relay (15 min.)
Setup	Divide players into 4 equal teams and have each team stand in a line an arm's length away from each other.
Game	Goal of the game: To quickly pass the sandbell to teammates down the line using the
Instructions	pattern.
	The player at the front of the line starts with the sandbell.
	 When the coach says, "Go!", the first player in line passes the sandbell over their head, while the second player grabs it and passes it under their legs. The third player grabs the sandbell and passes it over their head. The pattern continues until the sandbell reaches the end of the line. The team that gets the sandbell to the end first, wins. Variations: When the last player in line gets the sandbell, they run with it to the start of the line and starts passing it back again. The game continues until the player who started at the front of the line is back at the start of the line again.

Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Bubbles
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.



<u>Stretching</u> (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class or if time permits you can do both.	
Setup	Group students at arm's length. Students 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 Stretches	 Downward-Facing Dog The pose has the head down, the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible.
	Take 5 breaths. Hold your right ankle with your left hand, take 3 breaths, then switch to holding your left ankle with your right hand and take 3 breaths.
	 2. Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes, so your heel is pointing up to the ceiling.
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose, with your left knee brought to your left wrist, and take 5 breaths.
	 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of your right leg. Lower your left knee onto the ground and release the top of your left foot.
	Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk your feet up to your hands and unroll your spine upward until you are standing.

Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. 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 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. Repeat on the opposite side.

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.





Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	• 4 Tall Cones	• 1 Short Cone	Hula Hoops (1 per team)
	• 4 Sandbells	 15 Dots/Poly Spots 	
	• 9 Hula Hoops	1 Agility Ladder	
	• 9 Beanbags of Color A	• 2 Tall Cones	
	• 9 Beanbags of Color B		

Warm-Up 1: Walking Arm Circles Warm-Up 2: High Kicks Warm-Up 3: Knee Hugs	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
		Warm-Up 1: Walking Arm Circles	
Warm-Up 3: Knee Hugs		Warm-Up 2: High Kicks	
		Warm-Up 3: Knee Hugs	
Warm-Up 4: Bear Crawls		Warm-Up 4: Bear Crawls	

Fitness Stations &	Fitness Stations & Game (20 min.)	
Stations	Station 1: Stand-Up Bicycles w/Sandbell	
(10 min.)	Station 2: Planks	
	Station 3: Dead Bugs	
	Station 4: Plank High 5s	
	 Use 4 tall cones to designate 4 stations. The 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	Tic Tac Toe	
(10 min.)	 Create a 3x3 grid (9 squares) using the hula hoops, and divide players into two teams. Divide the beanbags evenly between the teams, and be sure each team has a specific color. For example, team A's bags might be green, while team B's bean bags are red. Standing 10 feet away, the first players on each team pick up a beanbag in their color and toss it into one of the hula hoops in the grid. 	
	 Each player after takes a turn tossing a bean bag until one team is able to get 3 bean bags in a row (vertical, horizontal or diagonal). 	
	 Variations: Create an obstacle course to run through before tossing bean bag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 	



Obstacle Course	(15 min.)	
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Instructions	Use the diagram below when setting up.	
	One player at a time starts the course. From the start cone, players run to the first dot, where they get into frog position. Players perform 1 frog hop to the next dot and repeat it until they get to the end of the dots. From the dots, players run to the first tall cone, crabwalk to the second tall cone, and bear-crawl to the ladder. At the ladder, they perform a ladder drill, then run back to the start to repeat. Players should complete the course at least twice.	
Diagram		
	Run Frog Hop on Dots	
	START ▲ → 10' → 000000000000	
	Back to ☐ ☐ ☐ ☐ ← 15' ← ☐ ← 15' ← ☐ ← 15' ← ☐ Ladder Drill Bear Crawl Crab Walk	

PE Game: Hula Hoop Passing (15 min.)	
Setup	Divide players up into teams.
Game Instructions	 Goal of the game: To pass the hula hoop while communicating to their teammates. Each team stands in a circle or line, holding hands. Have a player start with the hula hoop. Teams want to pass the hula hoop around the circle or down the line without breaking handholds. Game continues until the hula hoops goes all the way around the circle or down the line. Variations: Class could work in one large group. Adding two or more hula hoops makes



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Mindful Posing	
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.	
	Tell them to try one of the following two poses:	
	 The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible. 	
	2. The Wonder Woman: This pose is struck by standing tall, with legs wider than hip-width apart and hands or fists placed on the hips.	

• .	5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time can do both.
Setup	Group students at arm's length. Students 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 Stretches	 1. Cobra Pose Lie on your belly. Stretch your legs back, so the tops of your feet are on the floor. Spread your hands on the floor under your shoulders. Hug your elbows back against your body. Press the tops of your feet and thighs into the floor. Straighten your arms to lift your chest off the floor. Hold for 5 breaths.
	 2. Spinal Twist Lie on your belly, head facing left. Extend your arms to the side so they are perpendicular to your torso. Roll your left leg from your hip so that it crosses over your right leg. Hold for 4 breaths. Repeat on the opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.



3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift your buttocks until your thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
Position each ankle directly over the knee, so your shins are perpendicular to the
floor.
Hold for 6 breaths.

Cooldown Str	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.	
Cooldown	1. Arm Stretches Across Body	
Stretches	Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.	
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 	
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones4 Sandbells2 Agility Ladders	4 Short Cones30 Beanbags2 Agility Ladders	4 Tall Cones2 Soccer BallsShort ConesDots/Poly SpotsPinnies

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
Warm-Up 1: Walking Arm Circles	
Warm-Up 2: High Kicks	
Warm-Up 3: Knee Hugs	
Warm-Up 4: Bear Crawls	

Fitness Stations & Game (20 min.)	
Stations	Station 1: Stand-Up Bicycles w/Sandbell
(10 min.)	Station 2: Planks
	Station 3: Dead Bugs
	Station 4: Plank High 5s
	 Use 4 tall cones to designate 4 stations. The 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 40 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	Sandbell Pass with Agility Ladder
(10 min.)	 Divide players into 2 lines, facing forward. The lines should be about 10 feet apart. Set up 2 start cones and 2 end cones about 20 feet apart, with a ladder for each line halfway between the cones. Players divide into 2 teams and stand in line. When the coach blows the whistle, the first 2 players in each line chest-pass the sandbell back and forth while side-shuffling all the way through the ladder and to the end cone. On the way back, 1 player should hold the sandbell and pass it to the next 2 players in line. Play until all players have completed the drill.



Relay Race (15	min.)
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide players into even lines. Each team should have at least 15 beanbags in front of the short cone. When the coach blows the whistle, the first player in each line picks up a beanbag and tries to toss it into the first box of the ladder. If that player's beanbag lands in the first box, the player sprints past the ladder to the end cone and cheers on the team. The second player in line then picks up another beanbag and tries to toss it into the second box of the ladder. If players miss the appropriate boxes, they run to collect the beanbags they threw, bring them back to the team, perform 5 push-ups, and then get in the back of the line. This repeats until all boxes of the ladder have a beanbag in them. If players have not made it to the cheering team and all the boxes have been filled, repeat steps starting with box 1. In this case, there may be more than 1 beanbag in each box.
Diagram	START

PE Game: 2+ Ball	PE Game: 2+ Ball Soccer (15 min.)	
Setup	Set up a soccer field using small cones. Use dots/poly spots to create a midline, and use tall cones to create a goal on each half.	
Game	Goal of the game: To practice kicking skills.	
Instructions	 Divide players into 2 teams and give 1 team pinnies to wear. This game has soccer rules but uses 2 balls and is a continuous game. If a team scores with 1 ball, that ball is given to the other team. Variations: Up to 6 balls can be thrown in to get players moving. The teacher can choose if teams get to play with goalies. 	



Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Heartbeat Exercise
Stretches	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice in their own lives as well.
	Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their hearts. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced mindfulness activities.

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time		
permits, you ca	permits, you can do both.	
Setup	Group students at arm's length. Students 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. Plow Pose	
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower 	
	your legs as far as possible, keeping them straight. Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor, draw your knees toward your ears, and take 2 breaths in this position. 2. Butterfly Pose • From a seated position, bend your knees so that the soles of your feet touch each other. • Bring your heels in as close to your body as possible. • Wrap your hands around your feet or ankles.	



 Gently press your forearms or elbows into your thighs, so that your knees move toward the floor. Fold forward from your hips, so that your chest moves toward the floor.
Hold for 6 breaths.
3. Seated Spinal Twist
 Sit up straight, with both legs out in front of you.
 Cross your right foot on the outside of your left thigh.
Bring your left foot back beside your right hip.
Place the fingertips of your right hand behind you.
Hug your left knee to your chest.
Inhale, sitting up tall.
 Exhale, twisting to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot on the outside of your right thigh, right foot
beside your left hip, fingertips of your left hand behind you, hugging the right knee into
the chest and twisting to the left) and hold for 5 breaths.

Cooldown Stre	Cooldown Stretches (5 min.)		
Setup	Group students at arm's length. Complete each stretch twice.		
Cooldown	1. Arm Stretches Across Body		
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 		
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 		
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side. 		
	 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. 		





Class Equipment Fitness Station	ons & Game	Obstacle Course	<u>PE Game</u>
• 4 Tall Cone • Dodgeballs	S	 4 Hurdles 10 Dots/Poly Spots 1 Sandbell 6 Hula Hoops 2 Short Cones 	 4 Tall Cones Dots/Poly Spots Short Cones Pinnies

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 Stations & 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. The 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 40 			
	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.)				
	Players divide into pairs.			
	Place a ball in the middle of each pair.			
	Coach says, "Head," "Shoulders," "Knees," or "Toes," in any order.			
	Players touch whichever part of their body the coach calls out.			
	When the coach yells, "Ball!", players race to grab the ball.			
	 The first player to grab the ball calls out an exercise for the other player to do 5 times. Repeat for time. 			
	* Coach should encourage students to pick different exercises.			



Obstacle Course	(15 min.)		
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.		
Instructions	Use the diagram below when setting up.		
	One person at a time starts the course. Each player jumps over each hurdle with two feet, then jumps on the dots, landing on one foot for each dot. They raise a sandbell up over their head and put it back down 5 times. They jump from one hula-hoop to the next with two feet, then run to the end and finish with 5 push-ups.		
Diagram			
	Hurdles Dots Sandbell		
	START \rightarrow]]] \rightarrow 10' \rightarrow 0 0 0 0 \rightarrow 10' \rightarrow		
	END ← ▲ ←15' ←		
	Push-Ups Run Hula-Hoops		

PE Game: Handball (15 min.)		
Set up a soccer-sized field using small cones. Use dots/poly spots to create a midline, and use tall cones to create a goal on each half.		
Goal of the game: To work on throwing and catching skills.		
 Divide players into 2 teams and give 1 team pinnies to wear. This game has soccer rules, but players have to use their hands. The ball must be thrown into a goal for a team to score. If a player has the ball, they can only take 3 steps before throwing it. Variations: More balls can be added, and the coach can choose if teams get to play 		



Mindfulness (45 sec.)				
Setup	Group students at arm's length. Students should be calm and quiet before beginning.			
	Conduct the activity for 45 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 breath sequence.			
	Then instruct them to:			
	Exhale through their mouths and then close their mouths.			
	Breath in through their noses 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 4 times.			

Stretching (5 min.): Please choose the yoga Stretches or cooldown stretches below to finish class. or If time				
permits, you can do both.				
Setup	Group students at arm's length. Students 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.			
	Set your feet wide apart.			
	 Turn your toes slightly in and your heels slightly out. 			
	 Inhale and lengthen your torso, stretching 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 legs. Take 10 breaths total, gently, 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.) 			
	Spread 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 press your knees into your elbows. 			
	Hold for 8 breaths.			
	3. Supine Spinal Twist			





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

Cooldown Stretches (5 min.)			
Setup	Group students at arm's length. 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 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. Repeat on the opposite side. 		
	 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. 		



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	 4 Tall Cones 	Dots/Poly Spots	2 Hula Hoops
	 4 Sandbells 		Short Cones
			Waist Flags (1 per player)
			• Pinnies

Warm-Ups (5 min.	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 Stations &	<u>& Game</u> (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. The 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 40 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	Over or Under	
(10 min.)		
	Divide the players into 4 teams and give each team 1 sandbell.	
	Divide the players into I teams and give each team I sandbell.	
	• Each team lines up across the field, 1 player behind the other, and the player in the	
	Each team lines up across the field, 1 player behind the other, and the player in the front starts by passing the sandbell either overhead or between his/her legs to the	
	 Each team lines up across the field, 1 player behind the other, and the player in the front starts by passing the sandbell either overhead or between his/her legs to the player behind. The next player passes the sandbell either overhead or between his/her legs to the 	
	 Each team lines up across the field, 1 player behind the other, and the player in the front starts by passing the sandbell either overhead or between his/her legs to the player behind. The next player passes the sandbell either overhead or between his/her legs to the player behind. Players continue passing the sandbell over or under until it reaches the end of the line, 	



Relay Race (15 m	in.)
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Use the rules for musical chairs, but play with dots. Spread out the dots, using 1 less than the total number of players. For example, if there are 20 players, spread out 19 dots. Before the music starts, call out how players will move around (run, skip, hop, jump, etc.) When the music starts, players move around the dots. When the music stops, players find a dot and do a squat hold in place until the music starts again. The player without a dot is out. The coach should remove a dot after each round, until there is one player left. Repeat game for time.

PE Game: Team F	Flag Tag (15 min.)
Setup	Set up a soccer-sized field using short cones. Place a hula hoop on each team's side, toward the baseline.
Game Instructions	 Goal of the game: To run around and grab other team's waist flags without getting your own pulled. Divide players into 2 teams and give 1 team pinnies to wear. Everyone gets a waist flag to put on. Have the first team stand on one side of the field and the other team stand on the other side. On "Go!", players try to grab the other team's flag. If a flag is pulled, the player who pulled the flag brings it back to their team's side and puts it in their hula hoop. If a player gets their flag pulled, they stand behind their team's hula hoop. If there is a flag to put on, they put it on and are back in the game. The game continues until one team's flags are pulled. Variations: A time limit on the game could make it more interesting.



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning.
	Conduct the activity for 45 seconds.
Mindfulness	Body Scan
Practice	The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children.
	 Have your kids lie down on their backs on a comfortable surface and close their eyes. Then, tell them to squeeze every single muscle in their bodies as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone. After a few seconds, have them release all their muscles and relax for 20–30 seconds.
	Encourage them to think about how their bodies are feeling throughout the activity.

Stretching (5 r	nin.): Please choose the yoga stretches or cooldown stretches below to finish class. If time
permits you ca	n do both.
Setup	Group students at arm's length. Students 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. Plow Pose
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor.
	Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended.
	 If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping them straight.
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then, lift your feet from the floor, draw your knees toward your ears, and take 2 breaths in this position.
	2. Butterfly Pose
	 From a seated position, bend your knees so that the soles of your feet touch each other.
	Bring your heels in as close to your body as possible.
	Wrap your hands around your feet or ankles.
	Gently press your forearms or elbows into your thighs, so that your knees move toward the floor.



• Fold forward from your hips, so that your chest moves toward the floor.

Hold for 6 breaths.

3. Seated Spinal Twist

- Sit up straight, with both legs out in front of you.
- Cross your right foot on the outside of your left thigh.
- Bring your left foot back beside your right hip.
- Place the fingertips of your right hand behind you.
- Hug your left knee to your chest.
- Inhale, sitting up tall.
- Exhale, twisting to the right from the base of your spine.

Hold for 5 breaths, switch sides (left foot on outside of right thigh, right foot beside left hip, the fingertips of your left hand behind you, hugging the right knee to your chest and twisting to the left) and hold for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length. 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 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. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	4 Tall Cones1 Battle Rope	 2 Sandbells 20 Dots/Poly Spots 36 Beanbags	1 Soccer Ball4 Large ConesShort Cones
		 3 Hula Hoops 2 Short Cones 2 Agility Ladders	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: High Knees	

Fitness Stations &	<u>Game</u> (20 min.)
Stations	Station 1: Plank Rotations
(10 min.)	Station 2: Hand Walks
	Station 3: Flutter Kicks
	Station 4: Kickouts
	 Use 4 tall cones to designate 4 stations. The 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 40 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	Tug o' War
(10 min.)	 Players divide into teams and line up on opposite ends of the balance rope. When the coach blows the whistle, teams try to pull the opposite team toward them. Play continues until one team has successfully pulled all the players from the other team to their side.



Obstacle Course (1	5 min.)	
Setup and Instructions	Set up an obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.	
	Divide the players into 2 lines. One player from each line starts the course. To start, players pick up a sandbell and perform 10 squats. Then, in a push-up position, players travel down the dots, transferring hands from one dot to the next. After the dots, players try to toss one beanbag into a hula-hoop that is 30 feet away. Once they get a beanbag into the hula hoop, they run down and around the cone. Last, players hop through the agility ladder sideways and then go back to the start. Each player repeats this obstacle course several times.	
Diagram	Sandbell 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	

PE Game: Crab Soccer (15 min.)		
Setup	Using short cones, set up a mini soccer field. The soccer field can be about 20ft x 20ft, depending on the number of people playing. Use 2 tall cones for the goals on each side of the field.	
Game Instructions	 Goal of the game: To be in the crab walk position and use their feet to kick the ball in the other team's goal. Divide players into 2 teams. Teams of about 5 are the perfect size. 2 teams will face off against each other. Players will be in the crab position the entire game, with both hands and feet touching the ground at the same time, and stomachs toward the sky. Players can only kick or hit the ball with their feet or heads; no hands allowed. Each team is trying to kick the ball into the opposing team's goal. Variations: Add more balls or goals to a game. 	



Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Bell Ringing
Practice	 "Please get into your 'mindful bodies' – still and quiet, sitting upright, eyes closed." "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rain stick to encourage mindful listening. "Please raise your hand when you can no longer hear the sound." When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out" Ring the bell to end.

Stretching (5 r	min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time	
permits, you c		
Setup	Group students at arm's length. Students 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. Cobra Pose	
Stretches	Lie on your belly.	
	Stretch your legs back, so the tops of your feet are on the floor.	
	Spread your hands on the floor under your shoulders.	
	Hug your elbows back to your body.	
	Press the tops of your feet and thighs into the floor.	
	Straighten your arms to lift your chest off the floor.	
	Hold for 5 breaths.	
	2. Spinal Twist	
	Lie on your belly, head facing left.	
	Extend your arms to the side so they are perpendicular to your torso.	
	Roll your left leg from your hip so that it crosses over your right leg.	
	Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.	



 3. Bridge Pose Lie on your back. Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible. Press your feet and arms into the floor. Lift your buttocks off the floor until your thighs are about parallel to the floor.
Hold for 4 breaths.
 4. Happy Baby Lie on your back. Bend your knees into your belly. Grip the outsides of your feet with your hands. Open your knees slightly wider than your torso, then bring them up toward your armpits. Position each ankle directly over the knee, so your shins are perpendicular to the floor.
Hold for 6 breaths.

Cooldown Sti	retches (5 min.)
Setup	Group students at arm's length. Complete each stretch twice.
Cooldown Stretches	 1. Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put your hands behind body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones	4 Short Cones	1 or more Playground Balls
		12 Tall Cones2 Sandbells	DodgeballsShort Cones2 Tall Cones

Warm-Ups (5 min.	.): Mark start and end points 25 yards apart and have players go down and back.
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: High Knees

Fitness Stations &	Game (20 min.)
Stations	Station 1: Plank Rotations
(10 min.)	Station 2: Hand Walks
	Station 3: Flutter Kicks
	Station 4: Kickouts
	Use 4 tall cones to designate 4 stations. The 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 40 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	Crocodile Tag
Game (10 min.)	Crocodile Tag
	Crocodile Tag
	 Crocodile Tag Designate a field of play based on the number of players. Select 2 players to be "it," and have the remaining players scatter throughout the
	 Crocodile Tag Designate a field of play based on the number of players. Select 2 players to be "it," and have the remaining players scatter throughout the field of play. When the coach blows the whistle, players who are "it" begin trying to tag the other players. Players are safe from being tagged when in the "crocodile position"
	 Crocodile Tag Designate a field of play based on the number of players. Select 2 players to be "it," and have the remaining players scatter throughout the field of play. When the coach blows the whistle, players who are "it" begin trying to tag the other players. Players are safe from being tagged when in the "crocodile position" (plank position). Players can remain in the crocodile position for 3 seconds at a time before having



Relay Race (15	min.)
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group. Divide players into 2 equal teams and place them at the start cone.
Relay Instructions	 Divide each team in half and send half the players to the opposite end cone. The first player from each group at the start cone picks up a sandbell. When the coach blows the whistle, the player runs in and out of the cones in a figure-eight pattern, moving towards the end cone. The player then passes the sandbell to the first player at the end cone, who then runs in and out of the cones in a figure-eight pattern towards the start cone. Each player should run through the cones twice, putting them back in their original line.
Diagram	START \rightarrow 30' \rightarrow

PE Game: Powerl	PE Game: Powerball (15 min.)	
Setup	Use short cones to create a big circle, with two tall cones marking the middle of the circle.	
Game Instructions	Goal of the game: To throw dodgeballs at the playground balls and hit them over the other team's half of the circle.	
Instructions	 Divide players into 2 teams. Have one team stand outside 1 half of the circle and the other team stand outside the other half. Give each team an equal number of dodgeballs and place a playground ball in the middle of the circle. On "Go!", teams start throwing or rolling the dodgeballs at the playground ball and try to push it over the other team's half of the circle. When the playground ball crosses team A's edge of the circle, team B gets a point. Variations: You can put more playground balls in the middle of the circle to make it more difficult. 	



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Bubbles
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and
	exhaling steadily to fill the bubble. Encourage them to pay close attention to the
	bubbles in their mind as they form, detach, and pop or float away.

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class or if		
time permits y	you can do both.	
Setup	Group students at arm's length. Students 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 Stretches	 1. Downward-Facing Dog The pose has the head down, with the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible. 	
	Take 5 breaths. Hold your right ankle with your left hand, take 3 breaths, then switch to holding your left ankle with your right hand and take 3 breaths	
	 Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes, so your heel is pointing up to the ceiling. 	
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose, with your left knee brought to your left wrist, and take 5 breaths.	
	 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of your right leg. Lower your left knee onto the ground and release the top of your left foot. 	



Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose
with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk
your feet up to your hands and unroll your spine upward until you are standing.

Cooldown St	retches (5 min.)
Setup	Group students at arm's length. Complete each stretch twice.
Cooldown Stretches	 Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put your hands behind body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 	• 1 Short Cone	• 1 Dodgeball
	 2 Agility Ladders 	• 1 Agility Ladder	
	 9 Hula Hoops 	 14 Dots/Poly Spots 	
	 9 Beanbags of Color A 	• 4 Hurdles	
	 9 Beanbags of Color B 	• 1 Playground Ball	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Skip Forward and Backwards	
	Warm-Up 2: Side Shuffle	
	Warm-Up 3: Butt Kickers	
	Warm-Up 4: Sprint	

Fitness Stations &	Fitness Stations & Game (20 min.)		
Stations	Station 1: Step-Ups		
(10 min.)	Station 2: In In Out Out		
	Station 3: Liners		
	Station 4: Squats		
	 Use 4 tall cones to designate 4 stations. The 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 40		
	seconds. When time is up, players can rotate by skipping, jogging, hopping, or running to the next station.		
Como	Trayers should complete each station at least 5 times.		
Game	Tic Tac Toe		
(10 min.)	 Create a 3x3 grid (9 squares) using the hula hoops, and divide players into 2 teams. 		
	Divide the beanbags evenly between the teams, and be sure each team has a specific		
	color. For example, team A's bags might be green, while team B's beanbags are red.		
	• Standing 10 feet away, the first players on each team pick up a beanbag of their color and toss it into one of the squares in the grid.		
	 Each player after takes a turn tossing a beanbag until one team is able to get 3 bean bags in a row (vertical, horizontal or diagonal). 		
	Variations: Create an obstacle course to run through before tossing bean bag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc.		



Obstacle Course	(15 min.)		
Setup and	Set an obstacle course or relay in a space that accommodates the size of the group. Use		
Instructions	the diagram below when setting up.		
	Form a line behind the start cone. One player at a time completes this course. Players start by running up to the ladder and jumping in and out for the full length of the ladder. Next, players hop from dot to dot on one foot, following the zig-zag pattern and staying on the same foot. Then, players jump sideways over the hurdles. After the last hurdle, the coach will toss a playground ball to each player, and the player must jump up, try to catch the ball while in midair, and toss it back to the coach before landing. Players return to the start line to repeat the course. Players should complete course at least twice.		
Diagram			
	Run Ladder Drill Run One-Legged Hops on Dots		
	START ▲ ← 10' → ← 20' → 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
	Back to Start Playground Ball Toss Hurdles		

PE Game: Silent I	PE Game: Silent Ball (15 min.)		
Setup	Players scatter around the play area within throwing distance, about 3–5 feet away from each other. It should be easy to throw and catch. This is a perfect game to play in the classroom on rainy days, or in small spaces.		
Game	Goal of the game: To throw and catch the ball quietly.		
Instructions	 One player starts with the ball and counts down, "3,2,1, silent," then passes the ball to another player. If a player drops the ball, makes a bad pass, or makes noise, they are out, and must sit down. Play continues until only 1 player remains. Variations: Can be played with 2 balls or with limited time to throw. 		



Mindfulness (4	Mindfulness (45 sec.)		
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.		
Mindfulness	Mindful Posing		
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.		
	Tell them to try one of the following two poses:		
	 The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible. 		
	The Wonder Woman: This pose is struck by standing tall with legs wider than hip- width apart and with hands or fists placed on the hips.		

Stretching (5	min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time
permits, you	can do both.
Setup	Group students at arm's length. Students 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.Set your feet wide apart.
	 Turn your toes slightly in and your heels slightly out.
	 Inhale and lengthen your torso, stretching 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 legs.
	Take 10 breaths total, gently, 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 press your knees into your elbows.



Hold for 8 breaths.
 3. Supine Spinal Twist From a supine position (lying on the back), bend your left knee and cross it on the outside of your right foot. Use your hand to put slight pressure on your left knee to push it toward the floor. Keep both shoulders squared and rooted to the floor. Extend your arms into a T, perpendicular to the torso. Turn your head so your eyes can see to the left.
Take 5 breaths and repeat on the opposite side (right knee crossed on the outside of the left foot, head turned so eyes can see to the right) for 5 breaths.

Cooldown St	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. 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 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. Repeat on the opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones2 Agility LaddersBeanbagsDots/Poly Spots	4 Short Cones2 Ankle Bands2 Agility Ladders	Short Cones

Warm-Ups (5 min	Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Skip Forward and Backwards		
	Warm-Up 2: Side Shuffle		
	Warm-Up 3: Butt Kickers		
	Warm-Up 4: Sprint		

<u>Fitness Stations & Game</u> (20 min.)		
Stations	Station 1: Step-Ups	
(10 min.)	Station 2: In In Out Out	
	Station 3: Liners	
	Station 4: Squats	
	 Use 4 tall cones to designate 4 stations. The 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 40 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	Dots and Beanbags Race	
(10 min.)	• Divide the players into 2 teams. Give the first team the dots and the second team the beanbags.	
	 When the coach blows the whistle, the team with the dots places the dots in random locations on the field, and then returns to the start area. The other team closes their eyes while the dots are being placed. 	
	 Once the first team finishes placing the dots, the team with the beanbags runs out and places one beanbag on every dot, and then returns to the start area. The goal is for each team to complete its task as quickly as possible. The coach should 	
	 be timing how long it takes each team to finish placing dots or beanbags. Do a couple of rounds so that both teams have the opportunity to place dots and beanbags. You can change it up by asking teams to perform other movements when placing dots and beanbags, such as hopping, skipping, or running backward. 	



Relay Race (15	s min.)
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.
Relay Instructions	 Players divide into 2 teams and stand behind a start cone. When the coach blows the whistle, the first 2 players from each team put the ankle band around their ankles. One player will have the band around his/her left ankle, and the other will have the band around his/her right ankle. Once the ankle band is on, the players work together to walk/run through the ladder, stepping/hopping the banded feet in each square, towards the end cone 25 feet away. Players repeat this movement back to the start cone and pass the ankle band to the next two players in line. Repeat until all players have gone at least twice.
Diagram	START \rightarrow 20' \rightarrow

PE Game: Roshambo Champion (15 min.)		
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.	
Game	Goal of the game: To play roshambo and cheer for others.	
Instructions	Everyone spreads out and picks someone to play roshambo with.	
	 Whoever wins roshambo is now the leader, and the player who lost becomes their cheering squad. The leader of the line then finds someone new to play with. If they win roshambo the player who lost and anyone who is following them gets behind the new winner. Eventually there will be two very long lines, and it will come down to two people playing. The winner is the champion. Then you can start a new round. 	



Mindfulness (40	Mindfulness (40 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Heartbeat Exercise	
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice to their own lives, as well. Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their hearts. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced mindfulness activities.	

<u>Stretching</u> (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time permits you can do both.		
Setup	Group students at arm's length. Students 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. Downward-Facing Dog	
Stretches	 The pose has the head down, the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible. 	
	Take 5 breaths. Hold your right ankle with your left hand, take 3 breaths, then switch to holding the left ankle with the right hand and take 3 breaths.	
	 2. Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes, so your heel is pointing up to the ceiling. 	
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose, with your left knee brought to your left wrist and take 5 breaths.	
	 3. Lizard Pose Begin in Downward-Facing Dog. On an exhale, step your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of your right leg. 	



• Lower your left knee onto the ground and release the top of your left foot.

Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk your feet up to your hands and unroll your spine upward until you are standing.

Cooldown St	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. 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 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. Repeat on the opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	4 Tall Cones4 SandbellsDodgeball (1 Per Pair)	4 Hurdles1 Sandbell1 Agility Ladder2 Tall Cones	6 Hula Hoops6 Poly SpotsShort Cones

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: Bear Crawls	
	·	

Fitness Stations &	Fitness Stations & Game (20 min.)	
Stations	Station 1: Stand-Up Bicycles w/ Sandbell	
(10 min.)	Station 2: Planks	
	Station 3: Dead Bugs	
	Station 4: Plank High 5s	
	 Use 4 tall cones to designate 4 stations. The 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 40 	
	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.)		
	Players divide 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!", players race to grab the ball.	
	 The first player to grab the ball calls out an exercise for the other player to do 5 times. Repeat for time. 	
	* Coach should encourage students to pick different exercises.	



Obstacle Course	(15 min.)
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.
Instructions	Use the diagram below when setting up.
	One person at a time starts the course. To begin, the player jumps over each hurdle, landing both feet on the ground before jumping again. Next, the player picks up the sandbell and throws it down to the ground, repeating the action 5 times. The player then performs fast feet through the ladder (example: 1 foot in, 1 foot out or both feet in, both feet out). After the ladder, the player should sprint through the end cones and then jog back to the start line. Each player should complete the course at least twice.
Diagram	
	Hurdles Sandbell Agility Ladder \Rightarrow Sprint \Rightarrow Sprint \Rightarrow

PE Game: Toxic River (15 min.)	
Setup	Create 2 lines of cones about 20 to 50 feet apart.
Game Instructions	 Goal of the game: To use hula hoops and poly spots to step on or inside in order to cross the toxic river. Divide class into 2 teams. Give each team 3 hula hoops, and 3 poly spots. Have each team start on the bank of the river with their supplies. They have to use their supplies to cross the toxic river, which is between the cones. Players lay the hula hoops and poly spots on the floor and their entire team must try to cross the toxic river at once. Players must work together to step in the hula hoops or on the poly spots. To move further down the rivers, players must pass supplies down their line. Players cannot step in the toxic river, only on the poly spots or in the hula hoops. Variations: Can be done with the entire class doing this at once.



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning.	
	Conduct the activity for 45 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 breath sequence.	
	Then instruct them to:	
	Exhale through their mouths and then close their mouths.	
	Breath in through their noses 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 mouth and repeat all steps 4 times.	

Stretching (5 i	Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class or if time	
permits you ca	an do both.	
Setup	Group students at arm's length. Students 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 Stretches	Cobra Pose Lie on your belly.	
	 Stretch your legs back, so the tops of your feet are on the floor. Spread your hands on the floor under your shoulders. Hug your elbows to your body. Press the tops of your feet and thighs into the floor. Straighten your arms to lift your chest off the floor. 	
	 Hold for 5 breaths. 2. Spinal Twist Lie on your belly, head facing left. Extend your arms to the side so they are perpendicular to your torso. Roll your left leg from your hip so that it crosses over your right leg. Hold for 4 breaths. Repeat on the opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths. 	



3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift your buttocks off the floor until your thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
 Position each ankle directly over your knee, so your shins are perpendicular to the floor.
11001.
Hold for 6 breaths.

Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.
Cooldown	1. Arm Stretches Across Body
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones4 Sandbells	4 Tall Cones2 Sandbells	• None

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: Bear Crawls	

Fitness Stations & Game (20 min.)		
Stations	Station 1: Stand-Up Bicycles w/ Sandbell	
(10 min.)	Station 2: Planks	
	Station 3: Dead Bugs	
	Station 4: Plank High 5s	
	• Use 4 tall cones to designate 4 stations. The 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 40 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.	
	ria y ero sino ana comprete each station at reast o times.	
Game	Over or Under	
(10 min.)		
	Divide the players into 4 teams, and give each team 1 sandbell.	
	Each team lines up across the field, one player behind the other, and the player in the front starts by passing the sandbell either overhead or between his/her legs to the	
	player behind.	
	 The next player passes the sandbell either overhead or between his/her legs to the player behind. 	
	 Continue passing the sandbell over or under until it reaches the end of the line, at which time the last player runs with the sandbell to the front of the line and starts again. 	
	Play continues until each player has been to the front of the line.	



Relay Race (15	Relay Race (15 min.)	
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Divide the players into 2 teams, and have each team line up behind a start cone. When the coach blows the whistle, the first 2 players from each team bear-crawl to the end cone 20 feet away, while balancing sandbells on their backs. At the end cone, players go around the cone before crawling back to the start. When a player returns to their line, the next player goes. Repeat until all players in line have gone. 	

PE Game: Human	PE Game: Human Alphabet (15 min.)	
Setup	Find a space big enough for players to lay down or sit down in. A half of a basketball court is perfect.	
Game Instructions	 Goal of the game: To use players' bodies to create the letters of the alphabet. Players lay down or sit down together as a class in order to form the letters of the alphabet. Players start by creating an enormous letter A. Once they create the letter A they move on to B and continue until they reach the letter Z. Variations: Can be played in teams. Instead of letters, use numbers. With older players, the game could be played silently. 	

Mindfulness (45	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning.
	Conduct the activity for 45 seconds.
Mindfulness	Body Scan
Practice	The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to
	children.
	 Have your kids lie down on their backs on a comfortable surface and close their eyes. Then, tell them to squeeze every single muscle in their bodies as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone. After a few seconds, have them release all their muscles and relax for 20–30 seconds. Encourage them to think about how their bodies are feeling throughout the activity.



	nin.): Please choose the yoga stretches or cooldown stretches below to finish class. If time
permits, you ca	
Setup	Group students at arm's length. Students 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 Stretches	 1. Plow Pose Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping them straight.
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then lift your feet from the floor, draw your knees toward your ears and take 2 breaths in this position.
	 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other. Bring your heels in as close to your body as possible. Wrap your hands around your feet or ankles. Gently press your forearms or elbows into your thighs, so that your knees move toward the floor. Fold forward from your hips so your chest moves toward the floor.
	 Hold for 6 breaths. Seated Spinal Twist Sit up straight, with both legs out in front of you. Cross your right foot on the outside of your left thigh. Bring your left foot back beside your right hip. Place the fingertips of your right hand behind you. Hug your left knee into your chest. Inhale, sitting up tall. Exhale, twisting to the right from the base of your spine. Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip,



the fingertips of your left hand behind you, hugging your right knee to your chest and
twisting to the left) and hold for 5 breaths.

Cooldown Stre	Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.	
Cooldown Stretches	 Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 	
	 2. Arm Stretches Behind Body Put your hands behind body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 	
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	4 Tall Cones1 Battle Rope	4 Short Cones6 Dots/Poly Spots4 Hula Hoops1 Tall Cone	Short Or Tall ConesDots/Poly SpotsDodgeballsSandbells

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 Stations & 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. The 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	
	40 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	Tug o' War	
(10 min.)		
	Players divide into teams and line up on opposite ends of the balance rope.	
	When the coach blows the whistle, teams try to pull the opposite team toward them.	
	 Play until one team has successfully pulled all the players from the other team to their side. 	



Obstacle Course	(15 min.)	
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Instructions	Use the diagram below when setting up.	
	One line forms 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 these actions until the end of the dots. Next, the player runs to the first cone and bearcrawls to the second cone. After bear crawls, 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 the cone. The player returns to the start line to repeat the course. Players should complete course at least twice.	
Diagram		
	Run One-Leg Hops Bear Crawl on Dots	
	START \longrightarrow 10' \rightarrow 000000 \rightarrow 5' \rightarrow \longrightarrow 10' \rightarrow \longrightarrow 10' \rightarrow \longrightarrow 10' \leftarrow 10'	

PE Game: Moving Day Relay (15 min.)	
Setup	Divide players into teams and have each team sit in line, where they pile the items at the beginning of each line.
Game Instructions	 Goal of the game: To move items using only their feet. Place a pile of equipment at the end of each line. Each team should start out with the same number of items. These can be cones, dots/poly spots, dodge balls, sandbells, or anything that can be picked up using only feet. Players must pass their pile of items down their team's line using only their feet. When an item gets all the way down the line without being touched by someone's hand or being dropped on the ground, that item is finished and out of play. If an item is dropped or someone touches it with their hands, that item has to get passed all the way back to the beginning of the line. Players can use their hands to pass the item back to the beginning. This game continues until teams have passed all items down to the end of the line. Variations: Tricky items like flag belts or bean bags could be used.



Mindfulness (45 sec.)		
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Bell Ringing	
Practice	 "Please get into your 'mindful bodies' – still and quiet, sitting upright, eyes closed." 	
	 "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone." 	
	 Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rain stick to encourage mindful listening. 	
	"Please raise your hand when you can no longer hear the sound."	
	 When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing." 	
	You can help students stay focused during the breathing with reminders like, "Just breathing in just breathing out"	
	Ring the bell to end.	

<u>Stretching</u> (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time permits, you can do both.	
Setup	Group students at arm's length. Students 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 Stretches	 Wide-Legged Forward Fold 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, stretching 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 legs. Take 10 breaths total, gently, slowly moving side to side like a pendulum. 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.) Spread 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 press your knees into your elbows.
Hold for 8 breaths.
 3. Supine Spinal Twist From a supine position (lying on your back), bend your left knee and cross it on the outside of your right foot. Use your hand to put slight pressure on your left knee to push it toward the floor. Keep both shoulders squared and rooted to the floor. Extend your arms into a T, perpendicular to the torso. Turn the head so the eyes can see to the left. Take 5 breaths and repeat on the opposite side (right knee crossed on the outside of 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 length. Complete each stretch twice.			
Cooldown Stretches	Flamingo Stretch 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 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. Repeat on the opposite side. 			
	 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. 			



List • 4 Tall Cones • 4 Tall Cones • 2 Hula Hoops • 2 Sandhells	Class Equipment	Fitness Stations & Game	Relay Race	PE Game
				 2 Hula Hoops 2 Sandbells Waist Flags (1 Per Player) Short Cones Dots/Poly Spots

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 Stations &	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. The 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 40 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 (10 min.)	 Burpee Wave Form a circle with all players. Set a sandbell in front of a player on one side of the circle, and another sandbell in front of a player on the opposite side of the circle. Players with the sandbells start the wave by placing their hands on the sandbells, moving their feet back into a push-up position, jumping back in, and standing up while picking up the sandbells to pass them to the right. Players repeat this process until the sandbells make it back to where they started. 				



Relay Race (15 min.)				
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.			
Relay Instructions	 Divide the players into 2 teams and have each team line up behind a start cone. Place an end cone 50 feet away from each start cone. The first player on each team straps a personal parachute around his/her waist. When the coach blows the whistle, the first player runs to the end cone and back to the start as fast as possible. Once back at the start cone, the first player takes the personal parachute off and transfers it to the next player in line. This continues until all players on the team have gone. 			

PE Game: Captur	e the Flag (15 min.)				
Setup	Set up a field about the size of a basketball court, or as big as a soccer field. Use short				
	cones to mark boundaries. Use dots/poly spots to create a midline. Place a hula hoop on				
	each side with a sandbell in each hoop. The sandbell is the "flag."				
Game	Goal of the game: To work on offensive and defensive skills.				
Instructions	• Divide players into 2 teams. Give all players waist flags to wear, and 1 team pinnies to				
	wear.				
	Teams start on either side of the field.				
	When the coach says "Go," players try to run onto the other side to get the other				
	team's flag (sandbell), while also trying to stop the other team from getting their flag (sandbell).				
	When players run to the other team's side, their flags can be pulled.				
	• If a player's flag is pulled, they go to the sideline and perform jumping jacks, push-ups, or planks to get back in the game.				
	 When a player is able to run past the other team and make it to the hula hoop, they are safe, and their flags cannot be pulled. If they are able to run back safely to their side with the flag (sandbell), their team wins. 				
	 Variations: Instead of players going to the sideline when their flag is pulled, they can go to a hula hoop. They are stuck there until one of their teammates comes and saves them and walks them back to their team's side. 				



Mindfulness (4	Mindfulness (45 sec.)			
Setup	Group students at arm's length. Student's should be calm and quiet before beginning. Conduct the activity for 45 seconds.			
Mindfulness	Mindful Bubbles			
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.			

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time permits, you can do both.					
Setup	Group students at arm's length. Students 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. Plow Pose				
Stretches	 Lie flat on your back with your legs extended and your arms at your sides, palms down. 				
	 Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. 				
	 Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended. 				
	If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping them straight.				
	Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then lift your feet from the floor, draw your knees toward your ears, and take 2 breaths in this position.				
	2. Butterfly Pose				
	From a seated position, bend your knees so that the soles of your feet touch each other.				
	Bring your heels in as close to your body as possible.				
	Wrap your hands around your feet or ankles.				
	Gently press your forearms or elbows into your thighs, so that your knees move				
	 toward the floor. Fold forward from your hips so your chest moves toward the floor. 				
	Told forward from your mps so your chest moves toward the hoor.				
	Hold for 6 breaths.				
	3. Seated Spinal Twist				
	Sit up straight, with both legs out in front of you.				



 Cross your right foot on the outside of your left thigh. Bring your left foot back beside your right hip. Place the fingertips of your right hand behind you. Hug your left knee to your chest. Inhale, sitting up tall. Exhale, twisting to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot to outside of right thigh, right foot beside left hip, fingertips of your left hand behind you, hugging your right knee into your chest and twisting to the left) and hold for 5 breaths.

Cooldown St	Cooldown Stretches (5 min.)			
Setup	Group students at arm's length. 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 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. Repeat on the opposite side. 			
	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. 			



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 4 Short Cones 9 Hula Hoops 9 Beanbags Of Color A 9 Beanbags Of Color B 	4 Short Cones1 Sandbell12 Dots/Poly Spots1 Agility Ladder	 2 Pinnies 18 Dodgeballs Short Cones

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: High Knees	

Fitness Stations &	<u>Game</u> (20 min.)		
Stations	Station 1: Plank Rotations		
(10 min.)	Station 2: Hand Walks		
	Station 3: Flutter Kicks		
	Station 4: Kickouts		
	 Use 4 tall cones to designate 4 stations. The 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		
	40 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	Tic Tac Toe		
(10 min.)			
	 Create a 3x3 grid (9 squares) using the hula hoops, and divide players into 2 teams. Divide the beanbags evenly between the teams, and be sure each team has a specific color. For example, team A's bags might be green. while team B's bean bags 		
	are red.		
	 Standing 10 feet away, the first players om each team pick up a beanbag of their color and toss it into one of the hula hoops in the grid. 		
	• Each player after takes a turn tossing a beanbag until one team is able to get 3 bean bags in a row (vertical, horizontal or diagonal).		
	 Variations: Create an obstacle course for students to run through before tossing a beanbag into a square. For example: jumping over hurdles, ladder drills, frog hops on dots, etc. 		



Obstacle Course	(15 min.)		
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.		
Instructions	Use the diagram below when setting up.		
	Form 2 lines behind the start cone. Before leaving the start cone, the first player from each line does a back-to-back wall sit and holds for 15 seconds. Players then bear-crawl from the start cone to the end cone. Next, the players jump with two feet in a zig-zag pattern, landing on each dot. Players then run to opposite sides of the ladder. One player picks up the sandbell and gently tosses it to their partner. Players toss it back and forth to each other while sideways shuffling down and back up the ladder. One player puts the sandbell back at the start of the ladder before sprinting with their partner back to the start of the course. Players should go through course at least twice.		
Diagram	Bear Crawl Dot Jumps		
	START → 10 feet →		
	Run		
	5		
	Sandbell Toss		

PE Game: Dr. Dodgeball (15 min.)		
Setup	Set up a field of play, and create a midline with cones to divide the field.	
Game	Goal of the game: To throw balls at targets while dodging balls.	
Instructions	 Divide players into 2 teams. Each team gets a doctor, who wears a pinnie. Have teams stand on opposite sides of the field and give each of the teams half of the dodgeballs. 	
	 When the coach says "Go," players grab balls and throw them at the other team, while staying on their half of the field. Players who are hit from the shoulders down have to sit down where they were hit and wait for the doctor to save them. 	



 Doctors can tag players who are sitting down to get them back in the game. Doctors are not targets, and cannot be out.
If a player catches a thrown ball, the thrower is out and sits down to wait for their team's doctor.
Play continues until all of one team's players are out.
Variations: The rule about being hit from the shoulders down can be changed to
waist down. Doctors can be out, or have 3 lives.

Mindfulness (45	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Posing
Practice	One easy way for children to dip their toes into mindfulness is through the simple method of body poses. To get your kids interested, tell them that doing fun poses can help them feel strong, brave, and happy.
	 Tell them to try one of the following two poses: The Superman: This pose is practiced by standing with the feet just wider than the hips, fists clenched, and arms reached out, stretching the body out as long as possible. The Wonder Woman: This pose is struck by standing tall with legs wider than hip-
	width apart and hands or fists placed on the hips.

Stretching (5 r	nin.): Please choose the yoga stretches or cooldown stretches below to finish class. If time	
Setup	Group students at arm's length. Students 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 Stretches	 Cobra Pose Lie on your belly. Stretch your legs back, so the tops of your feet are on the floor. Spread your hands on the floor under your shoulders. Hug your elbows back to your body. Press the tops of your feet and thighs into the floor. Straighten your arms to lift your chest off the floor. Hold for 5 breaths. 	



 2. Spinal Twist Lie on your belly, head facing left. Extend your arms to the side so they are perpendicular to your torso. Roll your left leg from your hip so that it crosses over your right leg. Hold for 4 breaths. Repeat on opposite side (head turned to the right and right leg rolling over the left leg) and hold for 4 breaths.
 3. Bridge Pose Lie on your back. Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible. Press your feet and arms into the floor. Lift your buttocks off the floor until your thighs are about parallel to the floor.
 Hold for 4 breaths. 4. Happy Baby Lie on your back. Bend your knees into your belly. Grip the outsides of your feet with your hands. Open your knees slightly wider than your torso, then bring them up toward your armpits. Position each ankle directly over your knee, so your shins are perpendicular to the floor.

Cooldown St	Cooldown Stretches (5 min.)		
Setup	Group students at arm's length. Complete each stretch twice.		
Cooldown	1. Arm Stretches Across Body		
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 		
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 		
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on 		

Hold for 6 breaths.





the opposite side.
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.



Class Equipment	Fitness Stations & Game	Relay Race	Pe Game
List	 4 Tall Cones 	4 Short Cones	 Hula Hoops (1 Per Group)
	 36 Beanbags 	2 Hula Hoops	 Dodgeballs (1 Per Group)
			 Cones Or Dots/Poly Spots

Warm-Ups (5 min	.): Mark start and end points 25 yards apart and have players go down and back.
	Warm-Up 1: Walking Arm Circles
	Warm-Up 2: High Kicks
	Warm-Up 3: Knee Hugs
	Warm-Up 4: High Knees

Fitness Stations &	Fitness Stations & Game (20 min.)		
Stations	Station 1: Plank Rotations		
(10 min.)	Station 2: Hand Walks		
	Station 3: Flutter Kicks		
	Station 4: Kickouts		
	Use 4 tall cones to designate 4 stations. The 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 40 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.		
Como	Page has Tag		
Game (10 min.)	Beanbag Tag		
(10 11111.)	 Choose one player to be "it." Have that player stand in the middle of the playing field with 36 beanbags. 		
	 When the coach blows the whistle, all other players try to run from one end of the field of play to the other without being hit by a beanbag. 		
	 Players who get hit with a beanbag must perform 5 squats and join the "it" player in the middle to help tag more players. 		
	The last player to get hit with a beanbag is the first "it" for the next round.		
	*Remind players that beanbags should be tossed at or below shoulder height.		



Relay Race (15	Relay Race (15 min.)	
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Divide the players into 2 teams and have them line up behind a start cone, with an end cone 30 feet away. The first player from each team rolls the hula hoop from the start cone to the end cone and back. The others follow. If the hula hoop falls flat, players must stop and do 5 push-ups before picking up the hula hoop and continuing. Repeat until all players have gone at least once. 	
Diagram	START → 25' →	

PE Game: Guard	the King/Queen? (15 min.)
Setup	Put one hula hoop down, and then create a circle around it with cones or dots/poly spots, about 10 feet away from the hoop.
Game	Goal of the game: To throw the ball at the king or queen.
Instructions	 Divide players into groups of 5–9. Select 1 player to be the king or queen and 1 player to be the bodyguard. The king or queen stands in the hula hoop, and the bodyguard stands right outside the hula hoop. The rest of the group will stand outside the circle. The king/queen stays standing and the guard moves around the hula hoop. Players throw the ball and try to hit the king/queen. The king/queen has to stand in one spot, but, can lean sideways or move to dodge the ball. The bodyguard can go all over the place to block balls thrown at the king/queen. They can catch the ball, block it, hit it away—anything to protect the king/queen from getting hit. Play continues until the king/queen gets hit by the ball. Then, the king/queen becomes the bodyguard, the bodyguard joins the circle, and the player who threw the ball that hit the king/queen now becomes the king/queen. Variations: The circle around the hula hoop can be larger to make it more difficult. In bigger groups, 2 balls can be used.



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.	
Mindfulness	Heartbeat Exercise	
Practice	Paying attention to one's heartbeat has a role in many mindfulness exercises and activities. Kids can learn how to apply this mindfulness practice to their own lives as well. Tell your kids to jump up and down, run in place, or do jumping jacks for 15 seconds. When they have finished, have them sit down and put a hand over their hearts. Instruct them to close their eyes and pay attention only to their heartbeat and breath. This easy exercise shows children how to notice their heartbeat and helps them practice their focus. These skills will come in handy as they start engaging in more advanced	
	mindfulness activities.	

<u>Stretching</u> (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time		
permits, you c	permits, you can do both.	
Setup	Group students at arm's length. Students 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. Downward-Facing Dog	
Stretches	 The pose has the head down, the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as 	
	possible. Take 5 breaths. Hold your right ankle with your left hand, take 3 breaths, then switch to holding your left ankle with your right hand and take 3 breaths.	
	Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending	
	 on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. 	
	Slide your left leg back and point your toes, so your heel is pointing up to the ceiling.	
	Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose, with your left knee brought to your left wrist, and take 5 breaths.	
	3. Lizard Pose	



Begin in Downward-Facing Dog.
On an exhale, move your right foot forward to the outside (pinky finger) edge of
your right hand. Both arms should be to the left of your right leg.
Lower your left knee onto the ground and release the top of your left foot.
Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with
the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then walk your
feet up to your hands and unroll your spine upward until you are standing.

Cooldown Stre	<u>Cooldown Stretches</u> (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.	
Cooldown	1. Arm Stretches Across Body	
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat. 	
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds. 	
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side. 	
	 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. 	



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	 4 Tall Cones 	• 1 Short Cone	1 Playground Ball
	• 2 Agility Ladders	3 Hula Hoops	• 5 Dots/Poly Spots
	Dodgeballs (1 Per Pair)	• 3 Beanbags	
		1 Agility Ladder	
		1 Soccer Ball	
		6 Tall Cones	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
Warm-Up 1: Skip Forward and Backwards		
Warm-Up 2: Side Shuffle		
Warm-Up 3: Butt Kickers		
Warm-Up 4: Sprint		

<u>Game</u> (20 min.)	
Station 1: Step-Ups	
Station 2: In In Out Out	
Station 3: Liners	
Station 4: Squats	
 Use 4 tall cones to designate 4 stations. The 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 40 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.	
Head, Shoulders, Knees, Toes, Ball!	
Players divide into pairs.	
Place a ball in the middle of each pair.	
• The coach says, "Head," "Shoulders," "Knees," or "Toes," in any order.	
Players touch whichever part of their body the coach calls out.	
When the coach yells, "Ball!", players race to grab the ball.	
• The first player to grab the ball calls out an exercise for the other player to do 5	
times.	
Repeat for time.	
* Coach should encourage students to pick different exercises.	



Obstacle Course	(15 min.)	
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Instructions	Use the diagram below when setting up.	
	One person at a time starts the course. Players run to the first hula-hoop, pick up a beanbag, and throw it up high in the air. Immediately after throwing the beanbag in the air, players jump and spin 360 degrees, then try to catch the beanbag before it hits the ground. They get three tries to catch the beanbag at each hula-hoop. Players should run between hula-hoops. From the last hula-hoop, players run to the agility ladder, where a coach tells them how to go through the ladder (e.g., hop on one foot, hop scotch, two feet in and two feet out, etc.). Next, players kick a soccer ball in figure-eights around the tall cones to the end of the course.	
Diagram	Jump, Turn, and Catch	
	START $ \rightarrow 10' \rightarrow $	
	Back to Start	
	Soccer Ball Figure Eights Agility Ladder	

PE Game: Kickbal	PE Game: Kickball (15 min.)		
Setup	Using dots/poly spots, set up a kickball field with 4 bases and 1 pitcher's mound.		
Game	Goal of the game: To kick the ball and make it around the bases without getting out,		
Instructions	while also fielding the ball to get the other team out.		
	Baseball rules apply.		
	The pitcher (who can be the coach, a player from the fielding team, or a player from		
	their own team) rolls the ball to the kicker.		
	The kicker kicks the ball and tries to make it to a base without getting out. To get a		
	player out, the fielding team must tag them with the ball or step on the base while		
	holding the ball before the runner gets to the base.		
	When a team has 3 outs, they switch. The fielding team becomes the kicking team.		
	Variations: With younger players, the game can be played without a pitcher, and the		
	ball can be placed on home plate for the kicker to kick it from there. Bases can be		
	moved closer or farther apart. You can also play with the "everyone kicks" rule,		
	under which everyone kicks each time and teams don't switch at 3 outs.		



Mindfulness (4	Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 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 and then close their mouths. Breath in through their noses 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 4 times. 	

	5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time
permits, you	can do both.
Setup	Group students at arm's length. Students 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 the hands behind the back.
	Set your feet wide apart.
	Turn your toes slightly in and your heels slightly out.
	 Inhale and lengthen your torso, stretching 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 legs.
	Take 10 breaths total, gently, 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 press your knees into your



elbows.
Hold for 8 breaths.
3. Supine Spinal Twist
 From a supine position (lying on your back), bend your left knee and cross it on the outside of the right foot.
Use your hand to put slight pressure on your left knee to push it toward the floor.
Keep both shoulders squared and rooted to the floor.
 Extend your arms into a T, perpendicular to your torso.
Turn the head so your eyes can see to the left.
Take 5 breaths and repeat on the opposite side (right knee crossed on the outside of the left foot, head turned so eyes can see to the right) for 5 breaths.
lett 100t, field turned 30 eyes can see to the fight) for 5 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length. 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 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. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall Cones	4 Tall Cones	Short Cones
	 2 Agility Ladders 	4 Ankle Bands	Dots/Poly Spots
	 4 Sandbells 		Dodgeball Or Beanbag (1
			Per Field)
			Pinnies

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.	
Warm-Up 1: Skip Forward and Backwards	
Warm-Up 2: Side Shuffle	
Warm-Up 3: Butt Kickers	
Warm-Up 4: Sprint	

Fitness Stations &	Game (20 min.)	
Stations	Station 1: Step-Ups	
(10 min.)	Station 2: In In Out Out	
	Station 3: Liners	
	Station 4: Squats	
	 Use 4 tall cones to designate 4 stations. The 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 40 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	Over or Under	
(10 min.)		
	Divide the players into 4 teams and give each team 1 sandbell.	
	Each team lines up across the field, one player behind the other, and the player in	
	the front starts by passing the sandbell either overhead or between his/her legs to the player behind.	
	The next player passes the sandbell either overhead or between his/her legs to the player behind.	
	Players continue passing the sandbell over or under until it reaches the end of the line, at which time the last player runs with the sandbell to the front of the line	
	and starts again.	
	Play continues until each player has been to the front of the line.	



Relay Race (15	Relay Race (15 min.)	
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.	
Relay Instructions	 Divide the players into 2 teams and have each team line up behind a start cone. Place an ankle band at each team's start cone, and put an end cone 20 feet away from each start cone. The first player from each team puts the ankle band around both ankles and runs to the end cone. At the end cone, the player performs 5 jump squats and 5 push-ups with the ankle band still on. Then the player runs back to the start cone and passes the band to the next player in line. 	

PE Game: Ultima	te Anything (15 min.)
Setup	Set up a mini football field for every two teams. Use the short cones to create an end zone on each side of the fields.
Game	Goal of the game: To throw the item to teammates and have them catch the items in
Instructions	 the end zone. This game is similar to handball, football and ultimate frisbee. Divide players into teams of 4–7 and give half the teams pinnies to wear. Have 1 team start with an item either a beanbag or ball. If a player has the item, they can only take 3 steps before throwing it. To score, a team must catch the ball in the other team's end zone. If the item is dropped or the other team intercepts it, it changes possession. Variations: Use different items, such as body loop bands, cones, sandbells, etc.



Mindfulness (45	5 sec.)
Setup	Group students at arm's length. Student's should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Body Scan
Practice	 The body scan is one of the basic practices in mindfulness, and it is an easy one to teach to children. Have your kids lie down on their backs on a comfortable surface and close their eyes. Then, tell them to squeeze every single muscle in their bodies as tight as they can. Tell them to squish their toes and feet, squeeze their hands into fists, and make their legs and arms as hard as stone. After a few seconds, have them release all their muscles and relax for 20–30 seconds. Encourage them to think about how their bodies are feeling throughout the activity.

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class or if	
time permits ye	ou can do both.
Setup	Group students at arm's length. 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 Stretches	 1. Downward-Facing Dog The pose has the head down, the weight of the body on the palms and the feet. The arms are stretched straight forward, shoulder width apart. The feet are a foot apart, the legs are straight, and the hips are raised as high as possible. Take 5 breaths. Hold your right ankle with the left hand, take 3 breaths, then switch to holding your left ankle with your right hand and take 3 breaths. 2. Pigeon Pose From all fours, bring your right knee forward towards your right wrist. Depending on your body, it may be just behind your wrist or to the outer or the inner edge of it. Your right ankle will be somewhere in front of your left hip. Slide your left leg back and point your toes, so your heel is pointing up to the ceiling. Take 5 breaths, move to Downward-Facing Dog, then switch to Pigeon Pose, with your left knee brought to your left wrist, and take 5 breaths.



3. Lizard Pose
Begin in Downward-Facing Dog.
 On an exhale, move your right foot forward to the outside (pinky finger) edge of your right hand. Both arms should be to the left of your right leg.
 Lower your left knee onto the ground and release the top of your left foot.
Hold for 5 breaths, move back to Downward-Facing Dog, and then repeat Lizard Pose with the other leg and hold for 5 breaths. Return to Downward-Facing Dog, then move your feet up to your hands and unroll your spine upward until you are standing.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length. 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 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. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Obstacle Course	PE Game
List	4 Tall Cones	• 1 Short Cone	Short Cones
	Battle Ropes	 15 Dots/Poly Spots 	
		 1 Agility Ladder 	
		• 2 Tall Cones	

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm-Up 1: Walking Arm Circles	
	Warm-Up 2: High Kicks	
	Warm-Up 3: Knee Hugs	
	Warm-Up 4: Bear Crawls	
	·	

Fitness Stations &	Game (20 min.)	
Stations	Station 1: Incline Push-Ups	
(10 min.)	Station 2: Side Plank	
	Station 3: Bicycles	
	Station 4: Inchworms	
	 Use 4 tall cones to designate 4 stations. The 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 40 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	Tug o' War	
(10 min.)	 Players divide into teams and line up on opposite ends of the balance rope. When the coach blows the whistle, teams try to pull the opposite team toward them. Play continues until one team has successfully pulled all the players from the other team to their side. 	



Obstacle Course	(15 min.)	
Setup and	Set up an obstacle course or relay in a space that accommodates the size of the	
Instructions	group. Use the diagram below when setting up.	
	One player at a time starts the course. From the start cone, players run to the first dot, where they get into frog position. Players perform 1 frog hop to the next dot and repeat until the end of the dots. From the dots, players run to the first tall cone, crabwalk to the second-tall cone, and bear-crawl to the ladder. At the ladder, they perform a ladder drill, then run back to the start to repeat the process. Players should complete the course at least twice.	
Diagram		
	Run Frog Hop on Dots	
	START ▲ → 10' → 0000000000000	
	Back to ☐ ☐ ☐ ← 15′ ← ☐ ← 15′ ← ☐ ← 15′ ← ☐ Crab Walk	

PE Game: TV Sho	PE Game: TV Show/Movie Tag (15 min.)	
Setup	Set up a field of play. If necessary, use cones to mark off boundaries.	
Game	Goals of the game: To Use locomotor skills to tag others and avoid being tagged, and	
Instructions	to work on communicating with others.	
	• In this tag game, everyone is "it."	
	Players try to tag each other to freeze one another.	
	 When a player is tagged first, they must freeze in place until someone comes by and tells them a TV show or movie they like. Then the frozen player must say a different TV show or movie. Once they share they are free to go. When players are helping each other, they cannot be tagged. Variations: Players can stick to categories of TV shows or movies, or they can choose other categories, such as animation, superheroes, animals, etc. 	



Mindfulness (4	5 sec.)
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Bell Ringing
Practice	 "Please get into your 'mindful bodies' – still and quiet, sitting upright, eyes closed."
	 "Now place all your attention on the sound you are about to hear. Listen until the sound is completely gone."
	 Ring a "mindfulness bell," or have a student ring the bell. Use a bell with a sustained sound or a rain stick to encourage mindful listening.
	"Please raise your hand when you can no longer hear the sound."
	When most or all have raised their hands, you can say, "Now slowly, mindfully, move your hand to your stomach or chest, and just feel your breathing."
	You can help students stay focused during the breathing with reminders like,
	"Just breathing in just breathing out"
	Ring the bell to end.

<u>Stretching</u> (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time permits, you can do both.		
Setup	Group students at arm's length. Students 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 Stretches	 1. Cobra Pose Lie on your belly. Stretch your legs back, so the tops of your feet are on the floor. Spread your hands on the floor under your shoulders. Hug your elbows against your body. Press the tops of your feet and thighs into the floor. Straighten the arms to lift the chest off the floor. Hold for 5 breaths. 2. Spinal Twist Lie on your belly, head facing left. Extend your arms to the side so they are perpendicular to your torso. Roll your left leg from your hip so that it crosses over your right leg. Hold for 4 breaths. Repeat on the opposite side (head turned to the right and right leg 	



rolling over the left leg) and hold for 4 breaths.
3. Bridge Pose
Lie on your back.
 Bend your knees and set your feet on the floor, heels as close to the sitting bones as possible.
Press your feet and arms into the floor.
Lift your buttocks off the floor until your thighs are about parallel to the floor.
Hold for 4 breaths.
4. Happy Baby
Lie on your back.
Bend your knees into your belly.
Grip the outsides of your feet with your hands.
 Open your knees slightly wider than your torso, then bring them up toward your armpits.
 Position each ankle directly over your knee, so your shins are perpendicular to the floor.
Hold for 6 breaths.

Cooldown Stre	etches (5 min.)
Setup	Group students at arm's length. Complete each stretch twice.
Cooldown Stretches	 Arm Stretches Across Body Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	 2. Arm Stretches Behind Body Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds.
	 3. Side Reach Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.
	 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.



Class Equipment	Fitness Stations & Game	Relay Race	PE Game
List	4 Tall ConesDots/Poly SpotsBeanbags	4 Short Cones30 Beanbags2 Agility Ladders	 Hula Hoop (1 Per Team) Playground Ball Or Dodgeball (1 Per Team)

Warm-Ups (5 min.): Mark start and end points 25 yards apart and have players go down and back.		
	Warm Up 1: Walking Arm Circles	
	Warm Up 2: High Kicks	
	Warm Up 3: Knee Hugs	
	Warm Up 4: Bear Crawls	

Fitness Stations & Game (20 min.):	
Stations	Station 1: Incline Push-Ups
(10 min.)	Station 2: Side Plank
	Station 3: Bicycles
	Station 4: Inchworms
	 Use 4 tall cones to designate 4 stations. The 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 40 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	Dots and Beanbags Race
(10 min.)	 Divide the players into 2 teams. Give 1 team the dots and the other team the beanbags. When the coach blows the whistle, the team with the dots places the dots in random locations on the field, and then returns to the start area. The members of the other team close their eyes while the dots are being placed. Once the first team finishes placing the dots, the team with the bean bags runs out and places one beanbag on every dot, and then returns to the start area.
	 The goal is for each team to complete its task as quickly as possible. The coach should be timing how long it takes each team to finish placing dots or beanbags. Do a couple of rounds so that both teams have the opportunity to place dots and beanbags. Variation: You can change it up by asking teams to perform other movements when placing dots and beanbags, such as hopping, skipping, or running backward.



Relay Race (15 min.)	
Setup	Set up an obstacle course or relay in a space that accommodates the size of the group.
Relay Instructions	 Divide players into even lines. Each team should have at least 15 beanbags in front of the short cone. When the coach blows the whistle, the first player in each line picks up a beanbag and tries to toss it into the first box of the ladder. If that player's beanbag lands in the first box, the player sprints past the ladder to the end cone and cheers on the team. The second player in line then picks up another beanbag and tries to toss it into the second box of the ladder. If players miss the appropriate box, they run to collect the beanbags they threw, bring them back to the team, perform 5 push-ups, and then get in the back of the line. This repeats until all boxes of the ladder have a beanbag. If players have not made it to the cheering team and all the boxes have been filled, repeat steps, starting with box 1. In this case, there may be more than one beanbag in each box.
Diagram	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

PE Game: Passing Relay (15 min.)	
Setup	Teams will line up and have a hula hoop at the end of each line.
Game Instructions	 Goal of the game: To throw and catch with accuracy. Divide players into equal teams. Each team stands in a line, with players on that team at arm's length from each other. The first player in the line starts with a ball, and the last player in the line is at the hula hoop. When the coach says "Go," the first player in line tosses the ball to the second player, and that player will turn and toss the ball to the third player. This continues until the last player in line catches the ball and places it in the hula hoop. Variations: More balls and beanbags can be used. Players can also space themselves
	farther apart to make it more difficult. For older players, if a ball is dropped, that ball has to start over at the beginning.



Mindfulness (45 sec.)	
Setup	Group students at arm's length. Students should be calm and quiet before beginning. Conduct the activity for 45 seconds.
Mindfulness	Mindful Bubbles
Practice	Pretend to blow bubbles. Have your kids focus on taking in a deep, slow breath, and exhaling steadily to fill the bubble. Encourage them to pay close attention to the bubbles in their mind as they form, detach, and pop or float away.

Stretching (5 min.): Please choose the yoga stretches or cooldown stretches below to finish class. If time	
permits, you can do both.	
Setup	Group students at arm's length. Students 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 Stretches	 1. Plow Pose Lie flat on your back with your legs extended and your arms at your sides, palms down. Use your stomach muscles to lift your legs and hips up toward the ceiling. Bring your torso perpendicular to the floor. Straighten your legs and slowly lower your toes to the floor behind your head, with your legs fully extended. If your toes do not yet touch the floor, support your back with your hands. Lower your legs as far as possible, keeping them straight. Take 2 breaths by the time you extend your legs and 6 breaths with your legs extended. Then lift your feet from the floor, and draw your knees toward your ears, and take 2 breaths in this position. 2. Butterfly Pose From a seated position, bend your knees so that the soles of your feet touch each other. Bring your heels in as close to your body as possible. Wrap your hands around your feet or ankles. Gently press your forearms or elbows into your thighs, so that your knees move toward the floor. Fold forward from your hips so your chest moves toward the floor. Hold for 6 breaths. 3. Seated Spinal Twist
	Sit up straight, with both legs out in front of you.



Cross your right foot on the outside of your left thigh.
Bring your left foot back beside your right hip.
Place the fingertips of your right hand behind you.
Hug your left knee to your chest.
Inhale, sitting up tall.
Exhale, twisting to the right from the base of your spine.
Hold for 5 breaths, switch sides (left foot on outside of right thigh, right foot beside left
hip, the fingertips of your left hand behind you, hugging the right knee to the chest and
twisting to the left) and hold for 5 breaths.

Cooldown Stretches (5 min.)	
Setup	Group students at arm's length. Complete each stretch twice.
Cooldown	1. Arm Stretches Across Body
Stretches	 Bring one arm across your chest and pull on it slightly with the other hand, pressing it against your chest. Hold for 30 seconds. Switch sides and repeat.
	2. Arm Stretches Behind Body
	 Put your hands behind your body and interlock your fingers. Once they are interlocked, see how far you can bring your arms up. Hold for 30 seconds.
	3. Side Reach
	Raise your hands in the air and reach to one side. Hold for 30 seconds. Repeat on the opposite side.
	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.