

EQUIPMENT LIST

Fitness Stations & Game	Obstacle Course	PE Game: K-2 nd
<ul style="list-style-type: none"> • 4 Tall Cones • 4 Sandbells • Measuring Tape 	<ul style="list-style-type: none"> • 16 Poly Spot Markers • 4 Tall Cones • 1 Agility Ladder • Measuring Tape 	<ul style="list-style-type: none"> • 36 Short Cones <p>PE Game: 3rd-8th</p> <ul style="list-style-type: none"> • 36 Short cones • Waist Flags (1 per player)

WARM UPS (5 min.)

Setup and Instructions: Mark start and end points 25 feet apart and have players go down and back.

Warm-up 1	Warm-up 2	Warm-up 3	Warm-up 4
Lap Run	Toe Touches	Spider Lunges	Heel Scoops

FITNESS STATIONS & GAME (20 min.)

STATIONS (10 min.)

Station 1	Station 2	Station 3	Station 4
*Bicycles w/ Sandbell or Standup Bicycles w/ Sandbell	Crab Toe Touch	Seated Flutter Kicks	Tic Tocks

* Require students to lay on the floor

Setup and Instructions

- 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 movement 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 (10 min.)

Setup and Instructions

- Players sit or stand in a circle; 2 players opposite each other start with a sandbell.
- When the coach says, “Go,” players pass the sandbell around the circle.
- When the coach says “Stop,” the 2 players with the sandbell must do 5 push-ups.
- Play until all or most of the players have been caught with the hot potato.
- Game Tips: 1) if there are more than 10 players, set up 2 circles with 2 sandbells for each circle 2) to make things more fun, play music instead of saying “Go” then stop music instead of saying “Stop”.

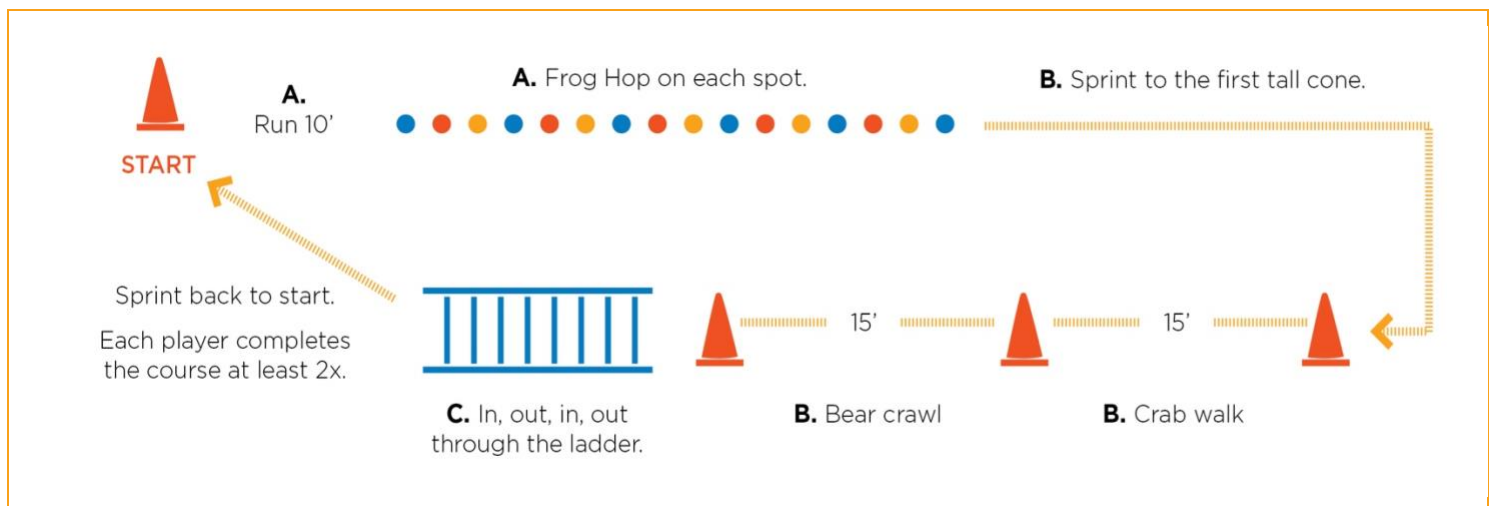
OBSTACLE COURSE (15 min.)

Setup and Instructions

Set up obstacle course in a space that accommodates the size of the group.

- Place all players in a line behind the start cone. The first player runs to the first poly spot then begins frog hops onto each spot. Once the player completes frog hops, the next player may start the course.
 - After the spots, the player runs to the first tall cone, crab walks to the second tall cone, and bear crawls to the third tall cone.
 - At the ladder, player performs in, out, in, out then runs back to the start line. Players should complete the course at least twice.
- Course Variation: Change crab walk & bear crawl to a different exercise in future rounds. Exercise list available in curriculum book.
 - Course Tip: For a large class, set up 2 courses, with 12 poly spots for each course.

DIAGRAM



PE GAME: K-2nd (15 min.)

Red Light, Green Light

Setup and Instructions

Set up a field of play. Use cones, if necessary, to mark boundaries.

Goal of the game: reach the opposite side of the field of play.

- Coach stands in front of all players and calls out green, yellow or red light. Coach should announce how players will move (skip, hop, jog, side shuffle, high knees, etc.) before beginning.
 - Green Light - players move quickly toward coach.
 - Yellow Light - players move slowly toward teacher.
 - Red Light - players stop and do a movement in place.
- If players continue to move when red light is called, they must complete 5 push ups before continuing game.
- When all players reach the opposite end of the field, coach can start a new round.

PE GAME: 3rd-8th (15 min.)

Sharks and Minnows

Setup and Instructions

Set up a field of play. Use cones, if necessary, to mark boundaries. A basketball court-sized space is perfect.

Goal of the game: be quick to avoid being tagged by sharks and try to tag the minnows.

- Choose 1-4 players to start off as “sharks”, the sharks do not wear the waist flags.
- 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, “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.
- Game Variation: When a shark pulls a minnow’s waist flag, they become seaweed, frozen where their flag was pulled and cannot move from that spot but can tag minnows who pass by within arm’s reach, making them seaweed, as well.

MINDFULNESS (1 min.)

Mindful Bubbles

Setup and Instructions

Group students at arm's length. Students should be calm and quiet before beginning. Repeat for time.

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.

YOGA STRETCHES (5 min.)

Please choose the Yoga Stretches or Cooldown Stretches below to finish class, or if time permits, do both.

Setup and Instructions

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.

1. 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 and 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 4 breaths.

2. 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 and bring your left foot back beside your right hip.
- Place your right fingertips behind you and hug your left knee into your chest.
- Inhale, sit up tall.
- Exhale, twist to the right from the base of your spine.
- Hold for 4 breaths then switch sides.

COOLDOWN STRETCHES (5 min.)

Setup and Instructions

Group students at arm's length. Complete each stretch twice.

1. Standing Side Reach

- Standing with your feet shoulder width apart, place one hand on your hip and raise the other hand above your head.
- With your hand still above your head, lean towards the opposite direction, towards the hand on your hip.

Fitness Focus: CORE

GRADE

K – 8th

- Hold for 30 seconds. Relax the stretch then switch sides.

2. **Toe Touch Twists**

- With your feet wide apart, touch your right hand to your left foot and twist your left arm to the sky.
- Hold for 30 seconds. Relax the stretch then switch sides.