Class 34 Unit 4: Team Building



3rd - 5th

Class	36 beanbags	2 agility ladders
Equipment List	4 tall cones	2 6-pound medicine balls
	4 playground balls	

Warm-Up	Choose 3 activities from the list of warm-ups to start class.
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Fitness Focus: Pull, Squat (15 min.)		
Fitness Stations	Station 1: 30-yard inch warms (New Movement)	
	Station 2: 70-sec. jumping jacks	
	Station 3: 30-yard bear crawl while pushing medicine ball	
	Station 4: 70-sec. squats	
	• Use 4 tall cones to designate 4 stations. Each station should be approximately 25 yards apart.	
	 Divide the players into 4 small groups—one group per station. 	
	• All players begin at the same time by performing the fitness skill at their station.	
	When all players are ready to rotate, they can skip, jog, hop, or run to the next	
	station.	
	• Complete at least two full rotations so all players travel to all stations twice.	

Relay Race: Ladder Toss (15 min.)		
Setup and Instructions	*Set up obstacle course or relay in a space that accommodates the size of the group.	
	• Divide players into even lines and have them line up behind a short cone with an agility ladder between 5 and 10 feet away and an end cone on the opposite side of the ladder.	
	 Each team should have about 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, and then get in the back of the line. 	
	 This repeats until all boxes of the ladder have a beanbag, and all students are on the other side of the field. 	

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PE Game: Keep It Up Volleyball (20 min.)		
Setup	Designate a field of play based on the number of players.	
Game	• Divide players into groups of 5-8 and give each group a playground ball.	
Instructions	 The object is to work as a team and keep the ball off the ground by hitting it up into the air with their hands. 	
	 Each team should count how many hits players can get in a row before the ball touches the ground. 	
	 Once the ball hits the ground, everybody on the team does 5 push-ups and 5 jump squats. Then players can restart the game. 	

<u>Cooldown</u>	Choose 3 stretches from the list of stretches to end class.
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