

Class 9 Unit 1: Locomotor Skills

6th - 8th

Class	4 tall cones
Equipment	1 or 2 balance ropes, tug-of-war ropes
List	

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 crab walk	
	Station 2: 30-yard spider lunges	
	Station 3: 30-yard jack squats	
	Station 4: 30-yard high knees	
	 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 as many rotations as possible in 15 minutes. 	

Fitness Game: Tug-of-War (15 min.)	
Setup and	*Set up obstacle course or relay in a space that accommodates the size of the group.
Instructions	
	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 until one team has successfully pulled all the players from the other team to their side of the center.



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PE Game: Locomotor Practice (20 min.)		
Setup	Designate a field of play based on the number of players.	
Game	Divide players into even lines and have them line up at one end of the field of	
Instructions	play.	
	 The coach calls out different locomotor movements for players to perform from one end of the field to the other. 	
	 Remember this is a race! The goal for the players is to reach the opposite end of the field of play first. 	
	This repeats until all students get to the other side and then again to get back to the beginning.	
	*Movement Ideas: Running, skipping, galloping, sliding, walking backward, etc.	

Cooldown	Choose 3 stretches from the list of stretches to end class.
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