

Class 35

Unit 4: Team Building

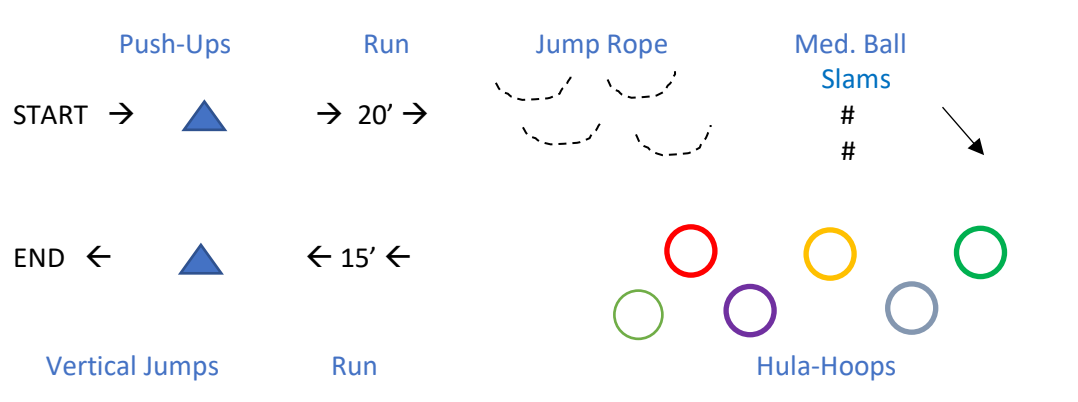


K-2nd

Class Equipment List	8 tall cones	2 short cones
	6 hula-hoops	2 6-pound medicine balls
	5 jump ropes	1 or 2 balance ropes
	4 playground balls	

Warm-Up	Choose 3 activities from the list of warm-ups to start class.
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Fitness Focus: Speed, Squat, Core (15 min.)	
Fitness Stations (5 min.)	<p>Station 1: 60-sec. plank high fives</p> <p>Station 2: 60-sec. cone figure eights</p> <p>Station 3: 60-sec. squat holds</p> <p>Station 4: 60-sec. burpees</p> <ul style="list-style-type: none"> • 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 one full rotation so all players travel to all stations.
Fitness Game (10 min.)	<p style="text-align: center;">Tug-of-War</p> <ul style="list-style-type: none"> • 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.

Obstacle Course (15 min.)	
Setup and Instructions	<p>*Set up obstacle course or relay in a space that accommodates the size of the group. Use the diagram below when setting up.</p> <p>Two players at a time start the course. At the start cone, players complete 12 plank high fives. From the planks, players run to the jump ropes and perform 10 jump ropes. Next, players pick up a medicine ball and perform 5 medicine ball tosses with squats. Next, players frog jump from one hula-hoop to the next. After the hula-hoops, players run to the end and finish with 5 vertical jumps with high fives. Players should advance to the next section of the course with their partner.</p>
Diagram	 <p>The diagram illustrates the layout of the obstacle course. It begins with a 'START' cone pointing right. The first station is 'Push-Ups', marked with a blue triangle. A 20-foot run leads to the 'Jump Rope' station, represented by dashed lines. This is followed by 'Med. Ball Slams', indicated by two hash marks. Another run leads to the 'Hula-Hoops' station, which consists of six colored circles (green, red, purple, yellow, blue, green). A 15-foot run then leads to the 'END' cone, which also points right. Finally, the course ends with 'Vertical Jumps'.</p>

PE Game: Beastly Basketball (20 min.)	
Setup	Designate a field of play based on the number of players.
Game Instructions	<ul style="list-style-type: none"> • Divide players into 4 lines and have them line up behind 1 tall cone for each line. • Give the first person in line a playground ball and place a hula-hoop 5 yards from each tall cone. • When the coach blows the whistle, the first player in line performs 1 burpee and then shoots the playground ball like a basketball into the hula-hoop. • The player who shot the playground ball must get his/her own rebound while the next player in line performs a burpee. • The first team to get 10 points wins. <p>*To make this more challenging, move the hula-hoop farther away from the start cone.</p>

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