

## Class 42 Unit 5: Communication

K-2nd

Class	15 beanbags	4 tall cones
<b>Equipment List</b>	10 dots	2 hula-hoops
	10 short cones	1 6-pound medicine ball
	4 hurdles	1 playground ball

Warm-Up	Choose 3 activities from the list of warm-ups to start class.
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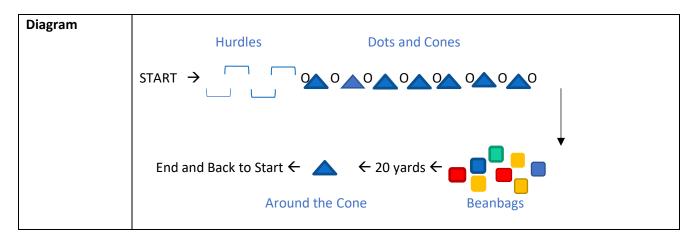
Fitness Focus: Pull, Agility (15 min.)		
Fitness Stations	Station 1: 60-sec. vertical jumps	
(5 min.)	Station 2: 60-sec. sit-ups	
	Station 3: 60-sec. bear crawls	
	Station 4: 60-sec. lateral shuffles	
	<ul> <li>Use 4 tall cones to designate 4 stations. Each station should be approximately 25 yards apart.</li> <li>Divide the players into 4 small groups—one group per station.</li> <li>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.</li> </ul>	
	Complete at least one full rotation so all players travel to all stations.	
Fitness Game	Over/Under	
(10 min.)	<ul> <li>Divide the players into 5 teams and give each team 1 medicine ball.</li> <li>Each team lines up across the field, one player behind the other, and the player in the front starts by passing the ball either overhead or between his/her legs to the player behind.</li> <li>The next player passes the ball in the opposite way from the player that passed it to him/her.</li> <li>Continue passing the ball over/under until the ball reaches the end of the line, at which time the last player runs with the ball to the front of the line and starts</li> </ul>	
	<ul><li>again.</li><li>Play continues until each player has been to the front of the line.</li></ul>	

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. Side jump over each hurdle with two feet. Jump
	over the first hurdle from left to right, the second from right to left, and so on. Next,
	jump from one dot to the next by jumping over the cones with two feet. Balance a
	beanbag on his/her head while running down and around the cone. Drop the beanbag
	and head back to the start.



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PE Game: Ultimate Basketball (20 min.)		
Setup	Designate a field of play based on the number of players.	
Game	Divide the players into 2 teams and give one team the pinnies to wear.	
Instructions	Place 1 hula-hoop at each end of the field of play. These are the baskets.	
(20 min.)	This game is played with Ultimate Frisbee rules. The ball must move down the	
	field by being passed. Players holding the ball cannot walk or run.	
	The first team to 10 points wins.	

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