**Elementary P.E. Rocks!!!**

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**\*Black Friday: 3rd-6th**

Equipment: 70 Stuffed animals and 4 noodles.

Description:

-Stuffed animals are scattered inside the 3 point line on one end of the gym.

-4 students are chosen to be the guards and stand within the animals.

-Everyone else in the game stands at the half court line waiting to begin the game.

-When the teacher says, “go” the students try to steal the animals and place them in the bucket, located on the free throw line, on the other side of the gym.

-When a student crosses the half court line, they can be tagged by a guard. If they are tagged, they must drop the animal (if they have one) and return to the other side before trying again.

-After a few minutes, switch guards.

\***Sharks and Minnows Hockey: 3rd-6th**

Equipment: Hockey sticks, hockey pucks and 10 poly spots.

Description:

-The game is played similar to Sharks and Minnows except you use hockey equipment.

-Place 5 poly spots along each side of the gym about 7 feet away from each other.

-Everyone is given a hockey stick and puck and are asked to stand on the baseline.

-2 students are chosen to be it and stand in the middle with only their hockey sticks.

-The “sharks” either say, “Swim girls swim, swim boys swim, or swim fishes swim.”

-The students (minnows) that are “called” must try to dribble their hockey puck to the other side without getting it hit away.

-If a “minnows” puck is hit away, then they must stand on one of the poly spots in the gym and try to knock other’s pucks away as they dribble by.

-Whoever does not get their puck knocked away is the winner!

**KAHPERD 2014 (cont.)**

**\*Basketball Shooting Game: 3rd-6th**

Equipment: Basketballs.

Description:

-Have 5-8 students stand behind the free throw line of each basketball goal.

-The first 2 students in line each have a ball.

-To begin the “shooting game” students must tap their basketballs together and then begin shooting from anywhere on the court.

-Whichever student makes a basket first, gets to stay and play again.

-Whoever did not make the basket must give their ball to the next person in line and go to the end of the line.

**\*Groundhog Day Tag: Kdg.-4th**

Equipment: 2 black hula hoops and 3-4 yellow dodgeballs.

Description:

-3-4 students are chosen to be the taggers and are given a yellow dodgeball to represent the “sun.”

-2 students are given black hula hoops and are the “holes” for the groundhogs to climb out of.

-Explain to the students what happens to the ground hog when the sun comes out and he sees his shadow (he goes back into his hole).

-The taggers represent the sun, so if a groundhog is tagged, they must squat down into a tiny ball, pretending to go back into their hole.

-The students with the black hula hoops free the tagged ground hogs by placing the hoop over them, and the groundhog climbs out.

**\*Valentine’s Day Tag: Kdg.-4th**

Equipment: Noodles and Valentine’s Day Cards.

Description:

-2-3 students are chosen to be the taggers and given a water noodle.

-Place Valentine’s Day cards in a box in a certain area of the gym.

-The water noodles represent “Cupid’s Arrows.”

-If a student is tagged by Cupid, then they fall in love and stop and place their arms above their head in the shape of a heart.

-Anyone who sees that someone has been tagged, may get a Valentine’s card from the box and take it to the person, read it to them, then give it to them and they are “free.”

-The previously tagged person returns the card to the box and may not be tagged while doing so.

**\*St. Patrick’s Day Tag: Kdg.-4th**

Equipment: Poker chips and Ziploc bags.

Description:

-Ask students what they find at the end of a rainbow? (A pot of gold).

-Tell them that there has been a huge uproar in town because the local children found the end of the rainbow and stole all of the Leprechauns gold.

-To begin the game, chose 4-5 students to be the Leprechauns and give them an empty Ziploc bag.

-The rest of the students are each give one piece of gold (poker chip).

-The Leprechauns try to tag the children with the gold. If tagged, they must give their gold piece and the Leprechaun puts it in the bag.

-The child who just got tagged, goes and gets another gold piece and continues playing again.

-After a few minutes, stop the game and see which Leprechaun collected the most gold.

**\*Turkey Tag: Kdg.-4th**

Equipment: 2-3 dodgeballs and 2 white gloves.

Description:

-2-3 students are chosen to be it and given a dodgeball.

-2 students are given white gloves.

-Explain to students that if they get tagged by the ball, they turn into a Thanksgiving Turkey and squat down to the floor.

-The 2 students that are wearing the gloves are the only ones who can get them back into the game. They lend a “helping hand” to the turkey and help them back up so they can turn back into a kid again.

-Remind students to say “Thank You” if a helping hand saves them.

**\*Magic Cups: Kdg.-6th**

Equipment: Cupstacking cups and plastic golf balls.

Description:

-Divide students into pairs and give them each 3 cups and one ball.

-The first student tries to hide the ball under one of the cups and keeps switching them around until they think their partner doesn’t know where it is hidden.

-Their partner then guesses which cup the ball is under.

**\*Pong: Kdg.-6th**

Equipment: 12 cupstacking cups and one plastic golf ball per pair.

Description:

-Divide students into pairs and give them 12 cups, 6 for each person.

-Have them place the cups in a triangle formation, with each one touching.

-The student with the ball, bounces it toward the other persons cups, trying to get the ball to land in one.

-If the ball lands in a cup, then that cup it removed and the other person gets to try.

-The person that makes it into all 6 cups first wins.