

## **It Pays to be on Time!**

Equipment needed for each group/team: 4 different colored hula hoops or poly spots (yellow, blue, red, green), one tossable, one foam moveable clock

Whole class equipment needed: index cards with clocks/time on them, several 15 minute increments of time cards, play money

Game Play: Students are in a line of 3-4 on one end of the gym. In front of each group at varying distances are hula hoops. Each hoop will represent a time increment (ex. Yellow = :15, blue = :30, red = :45, green = :60). Each group will be given one moveable clock that is set at 12:00 and one card that has a designated time on it. The group is trying to move their clock to the time designated on their card. They will do so by tossing the object to a teammate in a hula hoop. ex. Student 1 stands in a hoop based on the distance they are able to catch. Student 2 throws them the ball. If it is caught, student 1 will run the ball back and hand it to student 3 and run over to get a :15, :30, :45, or :60 increment card based on the hoop they were in. Student 2 (the thrower) will now run out to a hoop to receive a pass from student 3. This process is continued until the group earns enough time to move their clock to the predetermined time. If a ball is not caught they do not retrieve a card. When they have the correct time, they bring their clock and time increment cards to the teacher to get checked. Each time a group finishes and the teacher approves, they earn \$ for "being on time", reset their clock to 12:00, and receive a new predetermined time card.

## **Bring Me a Pizza Pie!**

Equipment: one ball for each group, 3 different colored cones (several of each one), 3 different frisbees (that match the cones), clean pizza boxes (donated from a local pizza joint), pre cut 1/16, 1/8, and 1/4 slices of pizza (cheese, pepperoni, and supreme), play money

Game Play: Students are in groups of 3-4 at one end of the gym. They have one ball or tossable and one pizza box. Cones are spread out in the middle of the floor with frisbees on top. Each colored cone (3 different colors) represents a fraction of a whole pizza. Students will open their pizza box and discover what type of pizza they need to make (the type is written in the box). Students will take turns throwing from a the throw line, attempting to knock a frisbee off of a cone. If successful, the student will replace the frisbee, collect their ball, run it back and hand it to the next person in line, and then run over to retrieve their pizza slice from the oven (designated spot/bucket that holds all the slices for all pizzas). Once a group creates a whole pizza, they will deliver it to the teacher for money. Cheese pizzas are \$8, pepperoni pizzas are \$10, and supreme pizzas are \$12. The group will then choose another pizza box at random to discover what type of pizza they are making next.

## **How do you Spell...**

Equipment: 26 buckets with letters A - Z printed on them (one letter for each bucket), 500+ lids with letters on them, one die for each group, one 5 gallon bucket for every 2 groups, sight words or a variety of animal cards, landmarks, presidents, sports figures, etc.

Game Play: Students are in groups of 2 - 3 along the sidelines of the gym. Each group has a die. In the middle of the gym are 5 gallon buckets filled with letter caps. On the two end lines are the letter buckets (A-M on one end line and N-Z on the other end line). Students roll the die, run to the 5 gallon bucket, collect the number of lids based on their roll of the die, and then perform a locomotor skill designated by the teacher as they sort them out and put them in the matching letter buckets. As soon as the first person in line leaves the big bucket,

the next student may roll. This process continues for 5 - 8 minutes or until the letter buckets are filled enough to be able to spell words.

Part 2: Students will now receive a sight word card or other card that requires them to spell a certain word. Students will take turns tossing the die or other tossable into the 5 gallon bucket. If the die goes in, students will get it out, hand it to the next person in line, and run to the letter buckets on the end lines to retrieve a letter that they need for their word. Once a group spells their word, they signal to the teacher that they are finished. The teacher will check their spelling and give them a new card/word to spell. The groups can keep their letters but cannot use them to spell their next word.

Variation: For older students (3 & up)... points can be awarded to groups for spelling the word correctly plus knowing a fact, etc about that person, place, or thing that they are given. Ex. You can use baseball cards or other sports cards and students have to spell the name of the player and also read their stats, etc so they can earn bonus points for their team.