

Play Day Game Ideas and Themes

-by Mark Ricketts

Careers in the Community Field Day-2009

-Theme Idea Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives. www.greatactivities.net .
Modified by Mark Ricketts

- 1) Station #1: PIZZA MAKER- **Careers in the Community Field Day.- Idea** Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives. www.greatactivities.net- Modified by Mark Ricketts

Equipment:

- Poly spots
- 4-5 pizza boxes (Should have at least 12 extra)
- 4-5 Mouths (Made from card board ?)
- 4-5 Tables
- 4-5 Ovens- containers
- Cones for a restraining line so that the throwers can't get too close to the mouth

Players: • Teams in 4-5 lines

Object: To score points by throwing the “pizzas” in the "mouth" or bucket.

Rules: All team members will stand in line. The first will run 15 ft. to the pizza crust. He/she will toss the pizza 3 times and then

lay it on the table. He/she will return to line. The next person will run to the pizza, get it off the table, put it in the oven () cook it, then return to line without the pizza. The next person will take the pizza out of the oven and put it into a pizza box and deliver the pizza to the line. The last person will run the pizza, in the box, back to the table, put the box on the table and then try to toss the pizza into the customer's mouth. The thrower returns to line. At this point, if the line has an uneven amount of students, the relay can just continue. *******NOTE -IF THE LINE HAS AN EVEN AMOUNT OF STUDENTS. THE FIRST STUDENT SHOULD GO TO THE END OF THE LINE AND THEN THE RELAY CAN CONTINUE UNTIL ALL OF THE PIZZAS ARE GONE. (That way students are doing different jobs each time)- Mark Ricketts**

2) Station #2: RESCUE WORKER- obstacle course- **Careers in the Community Field Day**.-Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives. www.greatactivities.net

Equipment:

- 2 rubber ducks, 2 buckets, 2 hurdles, 2 balance beams
- 2 hula hoops with yarn “flames” attached to a chair

Players: • Team relay

Object: To rescue the rubber duck.

Rules: Teams are in relay formation. The first person completes the obstacle course (must squeak rubber duck) and returns to tag next team member. Each team member takes a turn. Perform the relay as often as time permits.

3) Station #3: WAITRESS/WAITER-
By Mark Ricketts (2007)

Directions:

Students are split into 4 lines. The object is for each team to first, set a table, second, serve the meal, third, bus the table. First the students, one at a time from each line, take items to a table and start to set it. Items- fork, knife, spoon, napkin, plate, cup, salt, pepper, sugar packets, ketchup, menu, placemats. Items should be mixed together so that students have to find what they need.

After the table is set, students must serve the meal. What to be served- First student takes pitcher and fills up water cup. Next does the same, until all 4 cups are filled. Then they take food out so that each plate has two food items on it.

Finally, Students take turns busing the table. Students should bring back the full cups of water and dump them in the pitcher. The food should be put in the food bucket. Each student may only bring back one item. (The food and plate count as one item)

Equipment needed: 16 forks, 16 knives, 16 spoons, 16 plates, 16 cups, 4 salts, 4 peppers, 4 sugar packet containers filled with sugar packets, 4 ketchups, 4 menus, 16 placemats, 4 pitchers, water tub, water, 32 plastic food items; 4 card tables (or 4 groups of 4 student desks)

- 4) **Fancy Restaurant Servers Race**- "Field Day Romp" - Laurie Belfor from Seattle,

Washington. PEP Club Archives.

www.greatactivities.net Modified by Mark Ricketts

Equipment: Bucket of water, 4 trays, 4 plastic champagne glasses, 4 cones, and start line.

First, fill the champagne glasses with water and place on tray. Tray is carried on palm of hand. On signal, the students race to cone and back. Then take the glass off and dump any remaining water into your team's container. Hand the tray and glass off to the next student who does the same as the first with the champagne glass that is refilled by the student. The team with the most water in the container at the end wins.

5) **Fire brigade** – Mark Ricketts- Students form 2 lines down the steps. At the one end of each line is a bucket full of water. At the other end is a smaller bucket. The person by the large bucket has a cup. He/she fills it and passes it down the line (Students should be spaced an arms length away. The last person dumps it in the bucket and runs up the hill to the front and repeats this process. Then try with each student having a cup and pouring from one cup to the next starting in the beginning. Take the water in the bucket at the end of the race and pour it back into the large bucket.

Equipment- large tub of water, 2 buckets, water, 2 cups

6) Station #6: LAB TECHNICIAN- **Careers in the Community Field Day**.-Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives.

www.greatactivities.net

Equipment:

- 4 Plastic Test tubes for students
 - 2 buckets of colored water
- 4 beakers

Players: • Teams are standing side by side

Object: To fill beaker with “chemical solution.”

Rules: On a signal, the player standing by the water bucket will fill the test tube with the solution. The test tube is passed down the line and poured into the beaker by the last player in line. The last player quickly runs to the front of the line, dips the test tube in the bucket, as the relay continues.

7) Station #7: **TRAVELING SALESPERSON**

Careers in the Community Field Day.-Submitted by Judy

Rawlins and Lynda Morris, Appling, Georgia. PEP Club

Archives.www.greatactivities.net . Modified by Mark Ricketts

Equipment: • 4 suitcases, 40 Pieces of clothes, 10 Clothes for each suitcase

Players: • Teams in relay formation

Object: To complete relay.

Rules:

- On a signal, The first person in each line will run and put a piece of clothing from the clothing area into the suitcase and return to line. This will continue until all of your team's clothing is in the suitcase.
- Once the suitcase is full, the next person in line runs to get the suitcase
- The suitcase is brought back to the team line and opened. The next person in line takes out one piece of clothing and must fold it at least once and return it to their clothing area.

Continue until all of the clothing is back in the clothing area. See which team is first and which clothes are folded and put away the neatest.

- 8) Station #8: **CUSTODIAN- Careers in the Community Field Day.**-Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives.
www.greatactivities.net

Equipment: • 4 brooms, 4 balls, crumpled up paper for trash, 4 water sprayers, 8-16 towels, 1 large cone, 4 small snow shovels, 2 large boxes filled with white peanut foam

Players: • Teams in relay formation

Object: To complete the relay.

Rules:

- Run to table, pick up piece of trash from ground around table
- Clean the table- spray water, wipe with towel
- Sweep the ball to the cone, around the cone and back to the table.
- Shovel snow from one box to the other
- See how many turns you can have

- 9) Station #9: **GROCERY WORKER- Careers in the Community Field Day.**-Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives.
www.greatactivities.net

Equipment: • 64 Assorted grocery items with price taped on back, 4 grocery hand baskets, 4 calculators

Players: • Teams in relay formation

Object: To fill the basket with the highest priced groceries.

Rules: The first player will run to grocery store, select an item for the basket, and return the basket to the next teammate. Both teams continue until all items are gone. Cashier (parent) will then add prices of each item for each team.

10) Station #10: **Jobs - Fashion Model - Clothes relay** – the group is divided into relay style lines. Students should take shoes off. Each group has one set (Pants, shirt, hat) of adult sized clothes. The first person puts on their pile of clothing with assistance from his/her group. They then carefully run to a cone (approx. 10 yds.) and back. When they get back, they take off the clothes and the next person in line repeats the process

Equipment: (relay is inside gym) 4 golf shirts, 4 button down shirts, 4 t-shirts, 4 pairs of jeans, 4 hats (all items adult sized)

11) Station #11 **Line cook** –“Cheers for the Red, White & Blue Field Day”. Marie Baxivanos, Sue Hill, and Kim Chell from Fallston, Maryland. PEP Archives.
www.greatactivities.net

In this relay, the three teams line up at the designated starting line. On the teacher’s signal, the first player in line runs to the grill and takes the spatula, flipping over every “burger” (beanbag) one time. He then runs back and tags the next runner in line. If a burger falls off the grill, the player must pick it up with a spatula and return to the grill. For grades 3-4, use four burgers. Students in grades K-2 use 2 burgers. The team to finish first is the winner.

Equipment: 4 spatulas, 4 "grills", 16 beanbags, 4 aprons, 4 chef hats if available

12) #12- **Stay at home parent- Laundry Hang Up**:

Relay lines. Students take turns hanging up wet or dry clothes. After all the clothes are hung up, have another race to return the clothes to the tubs or tubs of water. The clothes line is nylon ski rope suspended 3 feet from the ground between volleyball standards. "Underwater Field Day." Rita Smith, Arlington, Texas. PEP Club Archives.

www.greatactivities.net

Equipment needed: nylon rope, clothes line, 24 pieces of clothes, tub of water

13) #13 Paper boy-

- Submitted by Kathy Wagner, Wichita, Kansas. PEP Club Archives.

www.greatactivities.net

Groups are divided into two lines. The first person in each line has a rolled up newspaper and throws it out as far as possible into an open space. Each person then runs to retrieve the other team's newspaper and bring it back to their own line. The object is to throw the newspaper far so that the other team has to run a long way to retrieve it. When both runners return with the paper, the next two throw their papers. Students go for 4 minutes and then get a drink at the drink station.

16 newspapers

14) #14 Mechanic

Equipment: • 4 plastic tires, cone oval set up

Players: • Teams in relay formation

Object: To be the fastest pit crew.

Rules: On a signal, the first person will roll the tire around the cone and back to his/her team. Continue until everyone has had a turn.- source: unknown

WILD WEST PLAY DAY -2008

California gold rush-

Source for title- "Cheers for the Red, White & Blue Field Day". Marie Baxivanos, Sue Hill, and Kim Chell from Fallston, Maryland. PEP Archives. www.greatactivities.net

1. **Gold/Silver Rush**– The object of this game is to find gold nuggets for your team. The 4 teams line up in relay formation behind the cones. The first person goes to a spot marker and turns it over to see if a gold nugget is there, he/she brings it back to their line and tags the next person in line. They can only turn over one spot marker per turn. The challenge is over when all the gold nuggets are found and returned to the line. Have the students put the nuggets back under the spot markers. Repeat again if time allows.

Equipment- 40 polypots, 24 balls of tin foil (painted gold if you like)

2. **Wild West water shootout** - Shooting ping pong balls off of cones with a super soaker

Each student runs to the shooting line with a super soaker and shoots at their ping pong ball. If they knock it off, they can retrieve the ball and take it back to their team. The team with the most balls wins.

Equipment: 4 ping pong balls, 4 cones, 4 super soakers (or empty ketchup bottles filled with water, tub of water)

3. **Panning for Gold-** Pennies in bucket, panning for gold, fill up egg carton. Use plastic mesh-like sifters and sand

Equipment: 4 containers of sand, 4 sifters, 4 egg cartons, 60 pennies (15 for each container)

4. **Wild west- Kick yer boots off- Shoe fling –** Make 4 lines. Have the first person in each line walk out about 10 ft. One at a time they take off their shoe and then put their toes back in. They then flick their shoe as far as they can. Caution kids not to just swing their leg or the shoe will go straight up or behind them. Caution those standing in line to look out for flying shoes. Parent helper declares the longest fling the winner and the next person in each line tries it again.

Equipment: cones, rubber markers to mark farthest fling

Source- Unknown

5. **Wild West Pony Express.** . "Cheers for the Red, White & Blue Field Day". Marie Baxivanos, Sue Hill, and Kim Chell from Fallston, Maryland. PEP Archives.
www.greatactivities.net

- In this relay, the three teams line up at the designated starting line. The first player in line runs a mailbag (sturdy bag) filled with letters to the mailbox. One letter is to be taken from the mailbag and placed in the mail slot (a decorated cardboard box). When this is done, the student returns the bag to the next runner. Continue in the same manner until all players have gone. The first team to finish is declared the winner.

Equipment: 4 sturdy bags, 60-100 sturdy letters (or junk mail), 4 decorated mailboxes, 4 cones

6. **Dusty town Water sponge relay** - One sponge, one bucket of water, one tall glass per team. Each group has to try and fill up a glass that is placed several yards in front of the group. The first players run to the parent helper (Saloon customer) and get a dry sponge. They dip their sponge into the bucket, run with sponge to the glass. Once next to the glass, they squeeze the sponge and pour it into the glass. Then they run back to give the sponge to the next person in line. The first group to fill up their glass and give it back to the parent helper. is the winner. **Try with a ladle if it is too cold.**

Equipment: 4 sponges, 4 tall plastic cups, 4 buckets, tub of water (4 ladles if it is cold)

- Mark Ricketts

7. Fix-in' a meal-

The cowboy or cowgirl stands about 15 ft. from the rest of the line. The first person throws one of the noodles to the cowboy. If they don't make it, they must run and throw it again. Once the cowboy has it, he takes it to where he is building the fire, then comes back and waits for the next noodle. After all noodles are done, the person whose turn it is carries a frying pan to the cowboy and returns to line. The next person takes a spatula, then each person after takes a plate until all of the team's plates are gone, then finally the next people each take a piece of food to the cowboy to put on the frying pan. Once all of the food (one piece of food per team) is in the frying pan, the cowboy must use the spatula (or hands for younger students) to put one piece of food on a

plate and run it back to the team. The cowboy then runs back to the frying pan and puts a piece of food on the second plate. He/she takes the plate back to their team. Once all team members have a piece of food on their plate the relay is over.

If time allows, bring back the pieces of the fire and start again.

Equipment: 24-28 noodles, 4 “fires” (blanket or piece of posterboard) 4 frying pans, 4 spatulas, 16-20 plates (one per team member) 16-20 pieces of food (one per team member)

Source: Mark Ricketts

8. **Welcome to Fort Larned**- “Covered Wagon Race”- Submitted by Doug Munsell from Liberal, Kansas. Taken from Sante Fe Trail Day Field day ideas. PEP Club. Greatactivities.net

- This was a good place to rest and relax. People would visit with others, buy meals they would not have on the trail, and play games. Sometimes the wagon masters would brag about how fast their horses were. When this happened a wagon race challenge would normally follow.
- Form Four Teams: Each team is given a large sheet. This is used to cover the players and to be the covered wagon. Each wagon races around the course marked off by traffic cones. The first wagon across the start/finish line is the winner.

- Teams then get mixed up and the race goes again
- After 2-3 races, students get drinks

Equipment: Cones, four large sheets.

9. **Cowboy wash** - by Jackie Jarrett, North Carolina - from PEP archives
www.greatactivities.net

Cowboy wash -

Equipment: You'll need a child's wading pool, 100 or more clean old socks, a fence (backstop or clothes line), and a water supply.

Divide the class into four relay teams. On the signal, the first player in each line runs to the pool filled with wet socks, picks up one sock, twirls it over his head, and runs to the fence where he slings (hangs) it on the fence. Then the player returns to the line and tags the next player. Play for 4-5 minutes and then count the number of socks for a team score.

Welcome to Council Grove-

10. **Wagon train message point**; Submitted by Doug Munsell from Liberal, Kansas Taken from Sante Fe Trail Day Field day ideas. PEP Club. www.Greatactivities.net

- This was the post office or message point for the wagon trains. Messages would be left

in a stump for the next wagon train coming through.

- **Equipment needed:** Four "tree stumps" made from construction paper and small trash cans, four sets of messages.
- Form Four Teams: One team member at a time runs to the tree stump, gets one piece of the message, and runs back. Continue until all of the message pieces have been collected.
- Teams put together the message

11. **Welcome to Diamond Springs**- Submitted by Doug Munsell from Liberal, Kansas. Taken from Sante Fe Trail Day Field day ideas. PEP Club. www.Greatactivities.net

- This location was a good place to refresh your water barrels for the long trip.
- **Equipment needed:** Four buckets, a small wading pool, and four plastic cups toothbrushing size cups.
- Form Four Teams: One team member at a time runs to the spring (wading pool) and dips his cup into it. He then runs back to the team's bucket (water barrel) and pours the water into it. The

first team to fill their bucket is the winner.

12. **Horseshoe Pitching**- American Heritage Field Day. Submitted by Kay Glass, 1995-96 Florida Elementary P.E. Teacher of the Year. PEP Archives.

www.greatactivities.net

Equipment:

- 16 rubber horseshoes
- 4 hula hoops
- 4 wooden stakes and a large hammer
- 4 poly spots

Possible teacher station idea:

- 2 toilet seats
 - 1 large cone with "adults only" sign
 - 1 large metal or wooden stake
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- **Directions:** Divide the class into four groups. Each group lines up at one of the four poly spots, and is given four rubber horseshoes. The lines should be arranged with plenty of space between them.
 - On the volunteer parent's command, the first four students in line will toss their four horseshoes, attempting to land them in the hula hoops 10-15 feet away. When done, the students will retrieve the horseshoes, give them to the next player in line, and go to

the end of the line. The volunteer parent(s) keep score. The students will have 6 minutes to score as many points as they can.

- Teachers could use toilet seats to try to get close to a large stake

Score as follows:

- 1 point if the horseshoe lands in the hula hoop
- 3 points if the horseshoe leans against the stake
- 5 points for a ringer

13. **Pony riding obstacle course** – riding broom around an obstacle course. – Mark Ricketts

14. **Stampede Tag games-** (Mark Ricketts)

- tag the buffalo that run by
- steal the lasso (scarves tucked in hips of every student)
- Students get drinks

HOT DAY ALTERNATE TO #14:

Cow Chip Tossing- American Heritage Field Day. Submitted by Kay Glass, 1995-96

Florida Elementary P.E. Teacher of the Year. PEP Archives. www.greatactivities.net

Equipment:

- 4 poly spots- to throw from
- Tape measure • 10 cones
- Frisbees

Directions: Divide the class into two groups. Each group lines up at a cone as shown. One by one, the students in each line have the opportunity to throw the frisbee (cow chip) for distance. The volunteer parent(s) keep score using the cones (spaced 10 feet apart) as markers. Once a throw has been taken, the student retrieves the frisbee, hands it to the next player in line, and goes to the end of the line. The students will have 6 minutes to score as many points as they can.

School Days theme-2007

1. **Alphabet soup-** 6 sets of the thin 4" alphabet, foam letters, in two pools filled with water. Each student must fish out the correct letter in the order of the alphabet.

4 lines of students. The first person in each line runs to the pool. Each person looks for an A. Once they get it out, they bring it back to their line and put it in a bucket. Then the next person goes and looks for a B. This continues until 1 team has all the letters in the alphabet. Put letters back in pool at end.

NEEDS: 6 sets of thin foam alphabet letters, 2 pools, 4 buckets, 4 plastic shovels to shovel up letters (let Kindergarten students use hands if needed)

-Mark Ricketts

2. **Air shapes- MUST BE INSIDE IN GYM -**

3 teams. Each team splits and forms two separate lines, facing each other. The person with the shape hits the shape across to their teammate who is first in the opposite line. After hitting the shape, the hitter goes to the end of their line. The next person hits the shape back to the first line. This continues.

Or, have the student hit and walk with their shape across the gym to a teammate who then takes the shape back to the starting sign. This repeats in a shuttle type relay.

Needs – 3 giant air filled shapes, electric outlet, air pump

This game must be done inside the gym so the wind is not a factor

Source: Mark Ricketts

3. Play dough making letters relay- Each person uses playdough to make the next letter in the alphabet.

4 lines of students. The first student in line steps to the playdough and makes a capital A out of the play dough by following the example A. Then the next student uses the same play dough to create a B and so on. If time is left over after the students have gone through the alphabet, let each line create shapes. Each shape must be different than the shape before it. Finally, if time remains, have students do numbers.

Needs: 28 containers of play dough, 4 flat lunch trays, printed letters of the alphabet for the students to look at when making the letters, 4 student desks to set trays on top of.

Source: Mark Ricketts

4. Art class-

Equipment: • 3 easels, **4-8 large pads of paper**, colored markers, stopwatch

Players: • Teams in relay formation

Object: To complete the most artistic team drawing.

Rules:

Line up students in 4 lines. Teams are told that they will be helping their team draw a picture on the oversized paper. You should give them a theme such as houses, cars, people, faces, etc. before you start the relay race. As each person goes, give them suggestions as to what to draw. Each team member must contribute to the drawing. When a team member completes his part of the drawing, he runs back and tags next “artist.” Continue until the helper feels time should be called.

Repeat if time allows with a new drawing.

Give the finished drawings to the class' teacher when the students leave.

Source: **Careers in the Community Field Day**.-Submitted by Judy Rawlins and Lynda Morris, Appling, Georgia. PEP Club Archives. www.greatactivities.net

Modified by Mark Ricketts

- 5. Lunch-** relay where students have to find all of the foods for a balanced meal, plus utensils, drinks, and snacks using a lunch tray to carry it.
- Students should be put in 4 lines. The first student in line should be given a tray. On signal, the first student in each line runs to the food or utensils and picks up an item. The person then returns, carrying the food/utensil on the tray. The next person in line then does the same, getting another item. The item cannot be the same as an item their team already has. To finish, each tray must have the following on it:
 - plastic fork
 - plastic knife
 - plastic spoon
 - Cup (Solo brand cup)
 - 1 fruit
 - 1 meat
 - 1 cheese
 - dessert
 - 1 vegetable
 - 1 bread

Once a tray is complete, and checked by a parent, the next person in line takes the tray and dumps it where the team had been picking up the food. The relay begins again as teams try to fill a tray as many times as possible. You can tell the younger students the above order as they collect items so they know what to get next. NEEDS- 4 lunch trays, 4 sets of plastic foods, plastic utensils, Large plastic cups.

Source: Mark Ricketts

6. Magnet letters in pool- Students fish for letters and bring them back to create words

3 lines of students. The first runs to the pool, picks up a wooden dowel with yarn and a magnet attached. They fish for a letter (with large paper clip attached) They take the letter off of the magnet, lay to wooden dowel down, and take the letter back to their group. The group then tries to make a word or words out of the letters that are brought back.

Needs: 6 large magnets, large paper clips, letters, 2 pools or large open containers, 6 wooden dowels

Source: Mark Ricketts

6. Music class- Have instruments spread out under cones before students get to your station. Students are in 3 lines. Have one of each of the instruments layed out where the students can see. **Parent helper shows the students a sample of what each instrument looks like before the relay starts.** Teams must get one of each instrument and no duplicates. The first student goes out, looks under a cone, and if it is an item his/her team needs, brings it back. Once an item is found, the cone is left on its side. If the item is one their team already has, they come back empty handed and the next person goes to find a different item.

Once a team has all items, they must play them to announce they are done. Kids then put the items back under the cones (Mixed up) for the next class. If time remains they may repeat the relay after putting the items back under the cones.

NEEDS: 24 Large cones, 4 bells, 4 cowbells, 4 plastic maracas, 4 tamborines, 4-drums, 4 clappers, 4 squeeze horns (no instruments using the mouth)

Source: Mark Ricketts

8. Library-

Students are put in 4 lines. One at a time, they get one pretend book from the carts and bring them back to their team. The team must get 4 books and have them carried back to their team in a stack. Each person must carry the books, stacked from the person (people) before him/her. If a student drops the “books” they must

pick them back up before continuing. The next person from their team may go out to help stack the books. Once stacked again, that helper returns to his/her line to wait for the return of the books. Once a team gets the stack of 4 “books” back to their line, they may put the stack down and are given a bookmark. Once all the books are off of the bookshelf, students count up the number of bookmarks that their team has.

The books are put back on the shelves and the relay can be repeated.

NEEDS- 60 small boxes covered with paper to made look like books and numbered on the spine. 3 AV carts or a portable bookshelf

Source: Mark Ricketts

9. Good Citizen- “Sharing tag”- Six leaders are picked. They are “it”. They are given, and carry, a scarf to let others know who is it. They try to tag the other players softly. When a student has been tagged, he/she must freeze, put his hands up, ready to catch. He can reenter the game (defrost) if another student underhand tosses (shares) a ball to him. 10 of the students start with balls, the rest without. If students are tagged while carrying a ball, they must toss the ball onto the ground and wait for someone to toss them a ball. Any person may pick up a ball that is laying on the floor. USE YARNBALLS. After a 2-3 minutes, stop game. Switch who is it and then play again.

Source: Unknown

8 yarn balls, 6 scarves (or pinnies)

If it is too hot -Cooperative hoops around the circle. Make 2-3 circles of students. Have them join hands. Tell them that they are not to let go during this activity. Introduce one hoop per circle.

Students are to work the hoop around the circle by helping each other get their body to pass through the hoop so that the hoop travels around the circle.

INDOOR GYM VARIATION TO TAG GAME-

Half students play, half watch for 2 minutes and then switch.

10. Bus ride- students must get in the bus (hoop) and travel from bus stop to bus stop picking up more riders and then finish at the “school”

7 Bus stops (Large cones) are set up in a large circle on the field. Students are split into 4 groups. Each group has a color. Line up students. Tell each line which color hoop team they are on and give each of them a flag or towel or pinnie with their color on so everyone knows what color team they are on.

The first time you do the relay, do with 2 teams at a time with the remaining 2 teams watching. If the students understand, you can do all 4 teams at once.

The first person in line is given the hoop to hold. The parent helper then takes the next person in each line to the first bus stop. The parent helper returns to the lines and takes the next person in each line to the 2nd bus stop. This continues until all of the students are at a bus stop. Some classes will not have enough students for all bus stops, so some teams will have no one to pick up at the last bus stop.

Once the two teams are in place, the parent gives a signal to the first student from each group who is holding his/her team's hoop. He/she runs, carrying the hoop to the first bus stop. Once there, the student gets to the next person on his/her team and gets them to grab on the outside of the hoop. The two of them travel to the next

bus stop and get the next person to hold onto the hoop. As each person joins the group must run holding the hoop with one hand, being careful not to go too fast so no one falls. When the last person is “picked up”, the team runs to the center to complete a project.

Project- Each team must stack cups with a bottom layer of 3 cups, a middle layer of 2 cups, and a top layer of 1 cup. Once done, they must put the cups back in a stack, pick up the hoop and complete the circle by taking the cone back to the starting cone where they put their hoop back over the cone where it started.

The remaining two teams then go.

If time allows. Repeat with all 4 teams going at the same time.

4 different colored large hoops, 7 bus stop signs on tall cones, 4 different colored Solo brand cups (10 of each color) that match the color of hoop you use, 4 colors of pinnies or flags for team members to be identified by.

Source: Mark Ricketts

**11. Name of Activity: Pay the Pot Source:
www.pecentral.com**

Mathematics Standard: Understands and applies basic and advanced properties of the concepts of measurement. Knows processes for telling time, counting money, and measuring length, weight, and temperature, using basic standard and non-standard units (4.3)

Equipment needed:

- 6-12 containers of different size
- 2 balls or beanbags (one for each container)
- 6 packs of play money (Bills can be purchased at Wal-Mart, K-mart, or any teacher supply store. Laminate them for durability.)
- 2 small containers for the “bank”

Station Set-up: Mark a tossing line on the ground using chalk, tape, or a spot marker. Place the bucket at a challenging distance from the line. We usually place an X directly under the bucket so it can be put back in place if it gets bumped or moved. Each player takes 5 bills from the “bank” (ex., 3 - \$1 bills, a \$5, and a \$10 bill) so that everyone starts out with the same amount of money. Another bill is placed in the container to start.

How we do it: The objective is to toss the beanbag/ball into the container using proper technique. If the toss is successful, the “tosser” earns the bill(s) from the bucket and adds the money to his/her pile. If the toss misses, the “tosser” must place one of his/her bills in, or half under, the container to “Pay the Pot.” The money in the bucket will accumulate, which makes the tossing quite exciting! The station lasts 5-7 minutes; at a signal, the players quickly count their money (they usually keep track as the activity

progresses), then place all the bills back in the bank for the next group.

Basic Rules: We have some basic rules for this station. They are:

- If a player's foot moves over the tossing line, the toss does not count and he/she must pay the pot one bill of his/her choice
- Play should move steadily
- If a student runs out of money, he/she can borrow from the bank, but must pay it back as soon as possible

12. Measuring obstacle course- Toilet paper partner obstacle course-

Pair students into partners. Line up 2 teams with pairs holding the toilet paper and waiting in their line. Give each pair a strip of toilet paper 6 squares long with the instructions to not tear or rip the paper while they are waiting their turn. On signal, the first pair of partners in each line run together holding the end of a strip of toilet paper through their side of the obstacle course. If toilet paper rips, students use the bigger half and continue the course, measuring at the end to see which pairs' toilet paper is the longest. If a student lets go, judge takes off a square for each time they let go.

Then restart the relay with the next two pairs racing to the finish.

NEEDS- toilet paper torn in strips, trash bags to put the used toilet paper in.

Source: Unknown

13. Spelling Throw (In gym):

Equipment needed: 1 6” gator ball for each pair, 1 polyspot for every pair, music, box of words on paper, 2 hoola hoops, 4 pairs of 18” cones to mark off throwing lines, letter targets (Size of a polyspot or file folder-one of each consonant and 2 of each vowel).

Directions: Get students into 2-4 lines. You must have a helper for each line. Parent helpers tell the students what word they will spell first. Use P.E. words if possible. Each line is trying to spell the same word first.

On a “go” signal, the first person in line locates the first letter in their word. He/she then runs to the throwing line and attempts to throw the gator ball at the letter target. Each partner only takes one throw.

Parent judges can tell students if their throw was close enough or if their partner must try for the same letter again. After the first partner throws he or she will retrieve the ball and hand it to the next partner.

During the hand-off each parent must communicate to the next child whether or not the thrower was successful in hitting the target. Parent helper tells the next student either to keep trying to hit the missed letter, or move on to the next letter in the word.

Letters must be hit in order. Once the word has been successfully spelled, the team that spelled it first wins and the relay stops. A parent helper then tells the teams the next word and then gives the go signal again.

Teams attempt to collect as many words as possible before time is up.

Source: Mark Ricketts

14. **"Blue Prints of School" Fitness Puzzle:** -
"Sanford Construction Field Day" .Shannon
Scarlett and Lisa Hutchinson from Hockessin,
Delaware. PEP Archives.

www.greatactivities.net

At this station, the students are divided into three smaller groups. Each group is given a large paper shopping bag. Each bag contains a construction paper "blueprint" of the school that is cut into 12-16 puzzle pieces. On the "Construction Crew's" signal, each group of students empties the bag and places the pieces together to form the completed blueprint. Once the puzzle is completed, they turn over the pieces and do the three exercises that are written on the back of the puzzle. For example,

1.) Do ten push-ups.

2.) Jog in place while singing
"Row, Row, Row Your Boat."

3.) High five everyone in your group.

Alternate game:

Name of Activity: Rhyming Words –source

www.pecentral.com

Must be in gym

Materials Needed: 1 cone and 1 scooter for every 2 students, 42 paper plates with 6 different rhyming words/colors written on them.

Description of Idea-Students are placed in 4 lines. Cones and paper plates are scattered around the general space. The students each have a partner and one scooter. Each group starts at a different cone for their base. At their base is an index card with a word written on the bottom and a color circle on top of the card. Scattered on the other half of the gym are the rest of the paper plates with words written on the bottoms of them and color dots on top of the words. These plates are turned upside down so the words are not showing. Students decide who is first and they take turns riding their scooters out to find a rhyming word. If they turn over a plate that rhymes they bring it back to their base cone, if it doesn't they place it back on the floor upside down for the other teams to find and return to their base cone empty-handed. Each team is searching for a different rhyming word. If the teams are close to finishing we take the plates back out, mix them up again, trade words and go again.

Have 6 different rhyming words/colors on the plates and matching index cards.

Use the colors for younger classes and have them match colors instead of words.

Barnyard Blast Field Day 2006

-Source for name of field day:

Lisa Fagala
Hollis Academy
Greenville, SC

1. Dressin' the Scarecrow

Students line up in four teams with the first person from each team standing inside a starting hoop and one player from each team standing on the polyspot. All students, except one from each team, are given a numbered card that specifies what item they are to get. On the signal to begin, students run from their hoop to the table, present their card to the volunteer and get their specified item off the table. They put their item on the “scarecrow” (student mannequin) and return to the line. The next person in line then runs down to get their specified item off the table and put it on the scarecrow. This continues until all players have had a turn to dress the scarecrow.

*Important note: cards must be given out in order and mannequin must be dressed in that order. Mannequins must actually put on the item before the next person may get another item.

*If time remains, run a race to see which team can undress the scarecrow the fastest. Items taken off mannequin should be placed back on the table.

This is a team event.

Equipment needed: Event sign, 4 hula hoops, 4 polyspots, 2 eight foot table, 4 sets of numbered cards depicting item, 4 bandannas, 4 straw hats, 4 pairs of overalls, 4 plastic pitch forks, 4 pairs of old boots, 4 pairs of work gloves, 4 plastic trowels or shovels, 4 handkerchiefs, 4 flannel shirts, & 4 pairs of

sunglasses.

Source-Lisa Fagala
Hollis Academy
Greenville, SC

2. **Chicken Feet Feed Pick up** - Need a kids plastic wading pool. Fill it with 1 to 2 inches of water. Put a dry bucket in the center. Kids take off shoes, step into pool, sit on the chair, and see how many marbles (marbles are spread throughout pool) they can pick up with their toes and put into the dry bucket. 30 seconds time

Source -

<http://k6educators.about.com/gi/dynamic/offsite.htm?site=http://www.hccanet.org/patricks/>

Modified by Mr. Ricketts

equipment – 2 kids wading pools, marbles, towels, water, 2 buckets, 2 chairs

IF it is too cold do the following- **Marble Toes**. Mark with lime or paint an area on the grass a foot or two in diameter. Cover the area with marbles. (You could set up several areas so groups of students can do the activity at the same time.) Students take off their shoes and socks and attempt to pick up marbles using only their toes. How many marbles can each student pick up in 60 seconds? At the award ceremony, recognize students who pick up the most marbles. Source:

http://www.educationworld.com/a_lesson/03/lp315-01.shtml.

2003.

3. Barn Burnin'

Students line up in two teams with the first person from each team standing inside a starting hoop and wearing a fireman's hat or a baseball hat. Give these two students a sponge. On the signal to begin, the two students will dip the sponge in the bucket and pass it over their head to the 2nd person in line. The 2nd person will pass the sponge through their legs to the 3rd. The 3rd passes the sponge over their head to the 4th. This over and under pattern continues

until the sponge reaches the last person in line. The last person squeezes the sponge into a cup. The last person will then take the sponge and run with it in their hand back to the start to dip their sponge in the bucket. They will pass the sponge over their head and begin the over/under pattern again. The last student in line will get the sponge and move to the front of the line, dip the sponge in the bucket and continue as above. This will continue until all team members have had a turn. The first team to have all players complete the race is the winning team. **Note- If it is cold, students can all pass sponge through their legs. If time remains: Try this as a relay race with one student on each team running to the bucket and then back to the cup, squeezing the sponge and filling up as much of the cup as possible. Then the next person goes and does the same.**

Source-Lisa Fagala; Hollis Academy; Greenville, SC

Added to by Mr. Ricketts

Equipment needed: Event sign, 2 hats, 2 hula hoops, 2 large car washing

Sponges (or 2 small sponges), & 2 large buckets filled with water.

4. Milkin' Old Bessie

Students line up in two teams with the first person from each team standing inside a starting hoop. Give the first two students in line a small sponge and place a cow bell around their neck. Divide the class into four groups. Each group lines up behind a hoop. In the poly spot is a sponge with a bucket filled with water nearby. On the signal to start, the first player in line dips the sponge into the medium bucket, runs to the crate, sits on the crate and squeezes (milks the cow) the water into the cup. They will then run back to the next person in line and hand off the sponge to the next student in line and place the cow bell around their neck. This will continue until all team members have had a turn or time is called.

Volunteers will measure the amount of "milk"

in the container at the end of time. The team with the most liquid in their container wins. This is a team event.

Equipment needed: 4 small sponges, 4 hula hoops, 4 cow bells, 4 large buckets, 4 milk crates or stools, 1 trash can or other large container, something to make water look milky, 1 stopwatch, & 1 yardstick.

sources-Lisa Fagala; Hollis Academy
Greenville, SC;

-Milking the Cows- American Heritage Field Day. Submitted by Kay Glass, 1995-96 Florida Elementary P.E. Teacher of the Year. PEP Archives. www.greatactivities.net

Modified by Mr. Ricketts

5. Feedin' the Farmer

Students line up in three teams with the first person from each team standing inside a starting hoop and wearing an apron. Give these two students a frying pan with a plastic lid (pancake) in it. On the signal to begin, the two students will run to the “stove” and flip the “pancake”. The 3rd and 4th graders must flip their pancake 3 times. The Kindergarten, 1st, and 2nd graders must flip their pancake 2 times. After they flip the pancake, the students put the frying pan on the “stove”, pick up the spoon and the wooden egg and run back to the line with the egg on the spoon. The next student in line will run to the stove with the egg on the spoon and put it on the stove. They will then pick up the frying pan flip the pancakes, and run back with the frying pan and pancakes in their hand to the line. This will continue until all team members have had a turn. The first team to have all players complete the race is the winning team.

Equipment needed: Event sign, 3 hula hoops, 3 frying pans, 3

plastic

lids, 3 wooden eggs, 3 spoons, 3 aprons, & 3 “stoves” made from cardboard or plastic boxes.

Source-Lisa Fagala; Hollis Academy; Greenville, SC

6. Chicken Coop Toss–

Split students into 2-3 groups.

There are the same number of things to toss sitting on the floor beside person #1

Each group must toss the ball in a sequence across the group (try not to toss it to someone next to you). The sequence is repeated and practiced until everyone has it. The second item (a chicken) is added when the ball is half way through the sequence and when the group passes it all the way around for 2 sequences with no drops, then the 3rd ball can be added and so on. (Once the sequence is established it stays the same. You always toss to the same person).... **For the younger students, they can just toss it around the circle to the person next to them. Also, tell all students to call out the person’s name and wait to throw until the catcher is looking (and ready for a catch)at the thrower. TOSSING NEEDS TO BE SOFT AND UNDERHAND. (substitute the chicken for the ball after the younger students have had a chance with the ball)**

Original source- unknown

7. Cleanin’ the Pond

Students line up in two teams with the first person from each team standing inside a starting hoop. Give these two students a bucket. On the signal to begin, the two students will run with the bucket in their hand to the “pond”. When the student reaches the pond, they collect one item from it by using the bucket and no hands and run back to the line. They will toss it in the laundry basket using no hands. If they miss they must pick the item up using the bucket and

no hands. They will then hand their bucket to the next person in line and they continue as above. This continues until all items are out of the pond. The first team to have all items cleaned out of the pond is the winning team.

*Note - only one item may be removed at a time. Students can use the bucket and any body parts except their hands.

*If time remains, have students race to replace items in the pond with out using hands.

Equipment needed: Event sign, 2 hula hoops, approximately 30 items to put in each pool (60 items), 2 laundry baskets, 2 plastic swimming pools, & 2 small buckets.

Source-Lisa Fagala; Hollis Academy; Greenville, SC

Modified by Mr. Ricketts

8. Fetchin' the Eggs- Egg hunt for chicks- 3-4 teams of students. Plastic eggs laid out on field. Some should have an item in them. One at a time, a student from each line should run out into the field and pick up an egg. He/she must open it up, look inside, and get out any item inside. He/she must then put the egg back together and put it back down on the field. If no item is found inside, the student simply puts the egg back together. The student then returns to their line and the next student goes. The team with the most items at the end wins.

Equipment- plastic eggs, items for inside, cones, polyspot to lay items on

Source-Mr. Ricketts

9. **Fixin' the Tractor**

Students line up in four teams with the first person from each team standing inside a starting hoop holding the rope attached to one automobile tire. On the signal to begin, the first student in each line

will drag the tire down to the cone, go around the cone and back to the line. The next player in line repeats the race around the cone. This will continue until all team members have had a turn. The first team to have all players complete the race is the winning team. NOTE: The younger students (K-2) can push and roll the tires instead of dragging them.

If time remains – Teams are given objects and, when the signal is given, the teams stand in line and one at a time toss their object into the tire until no objects remain. The team with the most objects in the tire is the winner.

Equipment needed: Event sign, 4 hula hoops, 4 plastic tires, 4 long ropes, & 4 orange cones.

Source-Lisa Fagala; Hollis Academy
Greenville, SC

Modified by Mr. Ricketts

10. Tag games- Try any or all

- 1) Barnyard Tag** - Students are all in. The first time you are tagged, you must hold where they tagged you with one hand. The second time you are tagged, you must hold that spot with your other hand. After that you may do no more tagging, only dodging. The third time you are tagged, you sit down. The game lasts for 2 minutes and then could be restarted. Students should be warned to tag lightly.

–Original source unknown

- 2) Chore time** – *Teacher or older student stands at one end of the field. The students line up between the cones at the other end. Teacher turns his/her back to the students. The students ask “What Time Is It?” as a group. The teacher gives a time, Ex. “Three O’clock”.*

The students would then count off three giant steps. They repeat this until the teacher says, “TIME TO DO THE CHORES”. The teacher should wait until the students are close. When the teacher says “TIME TO DO THE CHORES” the students turn and run back to the line. If the teacher tags them before they get to the line, they go and help the teacher. They must also face the other way with the teacher. See who is the last person tagged.

–Original source unknown

3) Farmer’s got a cold – Students will pretend that they are farm animals running around the farm. 4 students are selected to be the farmer who is sick, the germ throwers. They run around holding a ball and when they get close enough to a student, or “farm animal”, they throw it them below their shoulders . The farm animals may run like a human. If you are hit by a germ, you must go into the “farm animal doctor” because you are sick. An adult, or “Farm animal doctor” , is in the center of the playing area inside a circle of cones. The hospital holds five sick “animals” (students). If a sixth comes into the hospital, they go to the back of the line and the first person then is released from the hospital by the “Farm animal doctor” saying “you’re all better” and sending them back into the game. Farm animals can make animal noises while in the hospital and/or while running if you would like. After 1 or 2 minutes, change the Sick Farmer and play again after a brief rest period.
Source- Mr. Ricketts

Equipment- tall cones to mark off an area, 4 “germ” balls

11. **Barnyard parachute** –Games using the parachute. Waves while sitting on the ground then standing

- 1) Hay stack climb- 1,2,3 up and down to ground then kneel and crawl to the center until a helper says stop
- 2) In the Barn - lift, step under, pull down and sit under parachute while holding it down. Then hold it down and scoot in towards center.
- 3) Hello. Good-bye - lifting up walking in and saying “hi” and then walking back out before the parachute falls down and saying “bye.
- 4) Pop the corn - Bouncing balls into the air moving up and down.
- 5) Send the cow flying - Lift up, and yell down almost right away. Have the blue ball “cow” on the center and it should fly off.
- 6) Hail storm-Try catapult instructions but use a number of small balls on the parachute instead of the one large ball.
- 7) Making the bed -Big waves- above head and down to knees- SLOW
- 8) Fish jumping in the pond – Make Small fast waves
- 9) Barn race - Number students 1-12(?) then start back at 1 and go to 12 again (Half then half) Have each number 1 raise hands then number 2’s and so on. When the parachute is lifted, call out a number and they must switch places without running into each other. Do not let students pull down while the numbers run under the parachute.
- 10) Farm yard dance- skipping, walking, and galloping. (Raise and lower shoot while moving around)

- 11)* Let Go – students lift chute and after a couple seconds, someone says “ Let Go!”, All students should let go at the same time.

Equipment- small balls, parachute, blue ball

Original source- unknown

12. **Pig Slopin’**

Students will line up in two team lines with the first person from each team standing inside a starting hoop. On the signal to begin, the two students will race to the “feed” container, grab two handfuls of feed, and run to the line. They must stand behind the line and attempt to throw the feed into the painted bulls eye. The team with the most feed in the bulls eye wins. Volunteers judge the amount in the bulls eye by sweeping the slop into a pile so that size can be determined.

This is a team relay.

Equipment needed: Event sign, 2 hula hoops, 2 large pieces of plastic with a bulls eye painted in the center, 1 large container filled with bird seed, & 1 broom.

Source-Lisa Fagala
Hollis Academy
Greenville, SC

13. Needle in the Haystack- American Heritage Field Day Submitted by Kay Glass, 1995-96 Florida Elementary P.E. Teacher of the Year. PEP Archives. www.greatactivities.net

Equipment :

- A huge pile of shredded paper (hay)
- 4-6 mats together
- 2 boxes of colored straws (needles) cut into 4 sections

Directions: Place the “hay” in a stack in the middle of the mats. Hide the colored straws in the hay stack. Divide the class into three groups. Select one group at a time to search for the “needles.” The students are given up to 2 minutes to search. The score is the total number of straws the whole class finds in 6 minutes. Hide the straws again for the next class.

14. **Farm yard Obstacle course race**- Split students into two teams. The first person in each line goes through a short obstacle course and when they get to the end they run straight back to their line. When they are done the next person goes. Have this continue for 3 minutes. See how many times each student goes on each team. Then stop the students and start time again.

Equipment needed- course set up and detailed explanation of course for helpers.

Original obstacle course by Mr. Ricketts

Alternate outdoor activity:

Hog Callin’

Students line up in 4 lines with the first student standing inside a starting hoop. The first student runs from the hula hoop through a small cone course and back. The next person in line will begin to holler “suuuuuueeeee” until the runner returns. Students try to say

“suuuee” until they run out of breath. Runners see if they can get back before the caller has to take a breath and start over.

The next person in line begins from the hoop and this continues until everyone has had a turn.

Source-Lisa Fagala
Hollis Academy
Greenville, SC
Modified by Mr. Ricketts

Alternate indoor activity:

Feather blowing. American Heritage Field Day .
Submitted by Kay Glass, 1995-96 Florida
Elementary P.E. Teacher of the Year. PEP
Archives. www.greatactivities.net

Inside activity

Equipment:

- 4 poly spots
- 4 cones
- 4 feathers (plus a few extras)

Directions: Divide the class into four groups. Each group lines up at one of the four poly spots as shown. Each line is given a feather. The object of this relay is to blow the feather in the air to the cone. Once at the cone, the student will grab the feather and run back to the next player in line. The class scores 1 point when this is done. The volunteer parent(s) keep score. The students will have 6

minutes to score as many points as they can.

OTHER PLAY DAY STATION IDEAS- Various themes

1. **Balloon and paper plate on a paint stirrer relay-** hit balloon with paint stirrer attached to a paper plate. Hit the balloon down to a cone or back. Should do this activity inside.

Source: Unknown

2. **Water conservation**- one student carries a cup with holes in the bottom and fills the cup up in a bucket of water to start the relay. A second student from each line, walks along side, holding a container underneath, trying to catch the dripping water with a small , rectangular Ziploc food storage container. When they reach the other side of the relay, the student with the cup pours the remaining water into a bucket and the two return with the Ziploc container still filled with the wasted water. They empty it into their beginning bucket, and the next two students do the same. This continues until time is called.

Source: Unknown

3. **Frog Toss:** "Underwater Field Day." Rita Smith, Arlington, Texas. PEP Club Archives.
www.greatactivities.net

Toss little plastic frogs onto a wooden lily pad floating in a child-size swimming pool. We use poly spots to mark where students toss from.

4. **Target Practice:** "Underwater Field Day." Rita Smith, Arlington, Texas. PEP Club Archives. www.greatactivities.net

This event should only be done on a hot day.

Throw wet sponges through a hoop. We use poly spots to mark where students are to throw from. Other students stand behind the hoop and try to catch the sponges.

5. **Shoot Out:** "Underwater Field Day." Rita Smith, Arlington, Texas. PEP Club Archives. www.greatactivities.net

Students shoot a ball into a tub of water. I use poly spots to mark the shooting spot.

6. **Builder-**Using a plastic hammer and the toddler shape nail bench, hammer each shape then return to line. Then next person runs to the nail bench, turns it over and repeats. repeats.

Equipment: 4 toddler shape nail benches, 4 plastic hammers

Source: Mr. Ricketts

7. **BED RACE. "A Day at the Races Field Day" Clare Davich, Fort Wayne, Indiana. PEP Archives. www.greatactivities.net**

Relay needs to be inside

Equipment: One folding mat, three or four scooter boards, and one cone per team.

Description: This is a partner relay. Each "bed" is made of one folding mat placed on three or four scooter boards. The first player will lie down on the bed as the next player pushes the bed to the cone. At this point, the two players change positions as the bed is pushed back to the starting line for the next two players.

8. **AMERICA'S CUP**. "A Day at the Races Field Day". Submitted by Clare Davich, Fort Wayne, Indiana. PEP Archives. www.greatactivities.net

Equipment: One ping pong ball and a large pan filled with water per team.

Description: On the signal to start, the first person in each team runs forward to the pan filled with water. This person places the ping pong ball at one end of the pan and sails his or her "yacht" (ping pong ball) across the pan by blowing on it. Upon completing the "course," the player picks up the ball and returns to the starting line. This continues until all players have completed a turn or until a designated number of students are finished.

9. **Tax Refund Relay**: "Cheers for the Red, White & Blue Field Day". Marie Baxivanos, Sue Hill, and Kim Chell from Fallston, Maryland. PEP Archives. www.greatactivities.net

In this relay, the three teams line up at the designated starting line. Help!!! You overpaid your taxes! Each player runs to their box, pulls out a bill and brings it back to their line. (There are ones, fives, tens, twenties and hundred dollar bills concealed in each box). Add up the teams' "monies" to see which team got the biggest refund from Uncle Sam.

10. **Betsy Ross**: "Cheers for the Red, White & Blue Field Day". Marie Baxivanos, Sue Hill, and Kim Chell from Fallston, Maryland. PEP Archives.
www.greatactivities.net

In this relay, the three teams line up at the designated starting line. The first player runs to a container filled with laminated construction paper stars. Each star has a hole in the center. He "weaves" (threads) a star onto the length of cord and runs back to the team and hands off the cord to the next player. Continue until all players have woven a star on the rope. The first team to finish is declared the winner.

11. **AQUARIUM**: Underwater Treasures- "Sanfordsonian Museum Field Day. Shannon Scarlett and Lisa Hutchinson from Hockessin, Delaware. PEP Club Arcives.
www.greatactivities.net

Equipment:

- 2 fishing nets
- 4 treasure chests
- Treasure
- 2 pools

Description: Fill the pools with water and add a treasure chest with treasure spilling out. Divide the group into two smaller groups; have each group stand about 20 feet away from their pool with an open treasure chest for their found treasure. On the teacher's signal, the first person in each group runs to their pool, picks up the fishing net, catches a piece of underwater treasure, and runs back with it to put in their treasure chest. Then the next person in each team goes. This is repeated until all the underwater treasure has been salvaged.

12. **Hoop tag** –(k-2) Hoops are laid out all over the field. These are safety spots. When students are outside of the hoops they can be tagged. When inside a hoop they are safe. Only one person in a hoop at a time. 5 students are selected to be it and hold a scarf for identification.. They chase the others. If tagged, a student must be it and get the it's scarf.
- Quiet Game - Hoop takeaway** – Leader counts loudly and students walk around the outside of a circle of hoops. When the counting stops, everyone must get in a hoop. Each time a hoop is taken away. No one is ever out. Students have to try to fit everyone into the remaining hoops by helping each other and not pushing.

Source: Unknown

13. **Shoe find** - students remove one shoe and put them in a pile. They are then mixed up. Students are split into 4 lines and the first person from each line is told to go hop and find their shoe. When they do, they run back in line and the next person may go. When all students have shoes on in a line, that team is done. Try again with both shoes in the pile

Source: Unknown

14. **Ping Pong Ball Blow.** Set up a track using boards; or mark a track on pavement using chalk, or on grass using lime. The width of the track should be no wider than a foot. Provide each student with a ping-pong ball and a plastic straw. Students blow through the straw to move the ping-pong ball from one end of the track to the other without moving it outside the borders of the track. Source: http://www.educationworld.com/a_lesson/03/lp315-01.shtml. 2003. Gary Hopkins.

15. Fanning the kipper

Paper fish shapes are cut out and lined up on the floor. Each child (and adult) crouches behind one and on the word 'Go' fans it with a magazine towards a dish at the far end of the room. First one to fan a kipper onto the dish wins. Source:

<http://www.funandgames.org/relays.htm#ballstring>

16. **A Day at the Beach.** Give each group a beach chair and a beach bag containing a towel, sunglasses, and a magazine. (If you have only one beach chair and beach bag, then each team runs the relay as the other teams watch.) When the relay starts, the first player on each team picks up the beach chair and beach bag, carries it to the finish line, sets up the beach chair, lays out the towel, sits in the chair, puts on the sunglasses, and opens the magazine. After the student

is "lying on the beach," he or she jumps up, packs up the towel, sunglasses and magazine, folds up the beach chair, and carries it all back to the team. The first beach bum hands off the beach chair and beach bag to the second team member, and the relay continues... The team with the fastest time is the winning team. Source-Gary Hopkins.

http://www.educationworld.com/a_lesson/03/lp315-02.shtml

17. **Chicken Relay.** Provide each team member with a tennis ball. When the relay begins, the first person on each team puts the tennis ball (think *chicken egg*) between his or her knees and waddles to a box that has been set up a fixed distance away. The student must get close enough to the box so when he or she releases their knees, the ball falls into the box (think *nest*). The student runs back to the team and tags the next person in line, who picks up the next egg and waddles off to deposit it in the nest... The relay ends when the last person returns to the team. The first team to finish is the winning team. Notes: You could get away with using one ball per team instead of one ball per person; after students lay their "eggs," they pick up the egg from the box and carry it back to the next teammate in line. Larger balls might be appropriate for younger students.

Source-Gary Hopkins.

http://www.educationworld.com/a_lesson/03/lp315-02.shtml