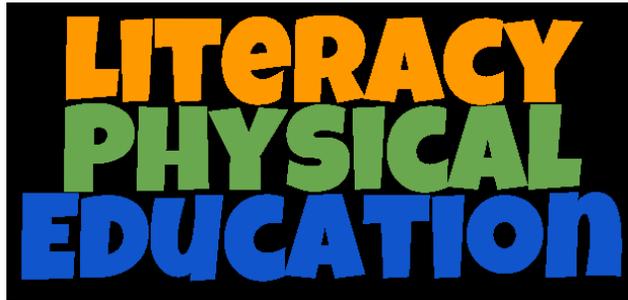


Long Branch Public Schools

LitPE Lesson Plans



This booklet contains daily lesson plans that can be used in all PE classrooms and PE Labs. This booklet is used for grades 4 & 5, but can be modified for any age group. Every lesson embeds fluency, comprehension or spelling into movement activities.

Philosophy:

We believe that a quality Physical Education program is fundamental for our students. Why do children need a quality PE program? The simple answer is so that they will remain physically active throughout their lifetime and reap the benefits of doing so. Quality PE provides students with a multitude of important learning experiences that cannot be duplicated in the classroom. Physical Education is that phase of education which is concerned with the teaching of skills, improving physical fitness, the reinforcement of other subjects, self-discipline, leadership and cooperation, enhancing self-efficacy, stress reduction, and strengthening peer relationships. Physical activity contributes much to the growth, development, and the general well-being of every individual. Some of the benefits of our quality PE program are:

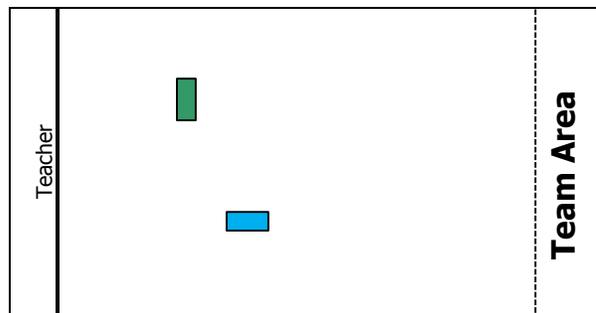
- An opportunity to teach character traits such as sportsmanship, teamwork, cooperation, encouragement, kindness, responsibility, self-esteem, respect for others, and so much more!
- It gives students an additional area in which to excel. Students who struggle in the classroom may find increased self-respect and a new sense of admiration from their classmates in PE.
- A quality PE program keeps our students healthy through participation through the program, while teaching them the basic skills needed for future fitness, athletic, and health success. A student who is physically and mentally healthy is more likely to be prepared to meet the daily challenges of living in our society, and is more likely to make appropriate choices about lifestyles.
- Quality PE promotes long-term health and wellness by making health and fitness fun, and by incorporating lessons on the importance of movement for overall health and disease prevention.
- PE reduces obesity and other health risks.
- Research shows that a quality PE program will increase standardized test scores.
- PE can be used to improve and reinforce learning across the curriculum.
- Quality PE involves every student, and meets every student at his or her level of ability.
- The goal of our program is to provide activities where self-expression, self-confidence, and physical and mental poise can be attained through perseverance and mastery of physical, mental, and social tasks.
- Quality PE provides sufficient personal skills to perform a variety of physical activities, give the student a high regard for participating in regular physical activity, and gives them knowledge of the benefits, risks, precautions of involvement in physical activity, and a value for the role of a healthy lifestyle.

Long Branch Physical Education is more than running, calisthenics, or sport. It is a total movement experience that focuses on fun, involvement, character, self-esteem, health and fitness, and total well-being for our students. It is an essential part of every day to live long, healthy lives.

Day One Spelling Contest

Materials needed: 36 writing boards, 36 markers,(or paper and pencil) 19 erasing socks, 200+ flags, 2-3 mats

Gym Set-up: Players are on one end of the gym with a teammate. Each team has two writing boards, a marker, and a sock. At the other end stands the teacher with a list of spelling words.



Object of the Game: Each team attempts To make “expert” by scoring enough points by spelling the given word correctly in the time allotted. When a word is spelled correctly a flag is taken.

Rules of play: Each team consists of 2 players. Each team has two writing boards and one marker & sock. The teacher announces the word to be spelled (from the easiest column of spelling words) and uses it in a sentence. *Player A* has 10 seconds to write the word and bring the board down (leave the marker for *Partner B*). All those who make it take one flag. Those who don’t arrive on time or have a misspelled word go home without a flag. *Partner B* does the next word. Seven words are given. Teams with 5 flags are experts.

*Once all have gathered that are eligible the teacher spells the word. Students self-check (or have another check theirs). The honor system is used. A student violating the honor system is out for the remainder of the day.

Game Two: Experts now must skip rather than run.

Game Three: Selected from the expert teams is one team of taggers who each take a “magic wand.” Taggers are stationed throughout the play area but not on mats (or dots). Players may stop on mats to avoid being tagged but still must arrive within the time given. If tagged the player has 5 jumping jacks but may continue. All teams ar4e back to one word.

Game Four: Taggers may only tag players who have a flag and are returning home. If tagged the flag is lost and the player returns home. Flags on the floor may be rescued by others who already have a flag.

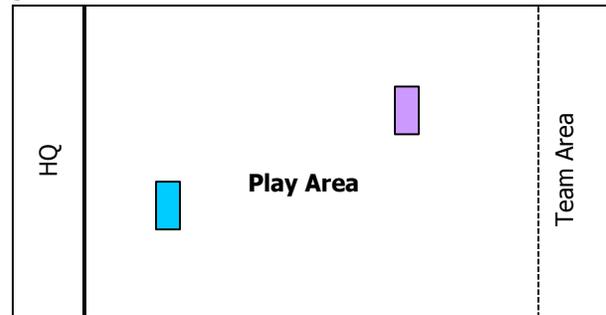
5 th Grade			
Bunk	ditch	we’re	Staff
split	claim	Dock	swept
strike	Slept	deaf	stray
Mist	rough	fade	Bunch
trek	sign	Swift	caught
leaf	Stuck	brought	thigh
Breath	thought	thief	Tough
their	height	Fond	there
Crush	they’re	Grasp	know
Dwell	knew	Fund	speech

4 th Grade		
Pound	bounce	Howl
Cause	Jaw	always
Shout	aloud	south
couple	drawn	scout
false	proud	frown
sauce	grown	couch
dawn	mount	gnaw
prowl	pounce	doubt
scrawny		

Spelling Contest

Materials needed: 36 writing boards, 18 markers, (or paper and pencil) 18 erasing socks, 18 *Wheel of Fortune* cards, 18 pencils, 200 flags, 2-4 magic wands

Gym Set-up: Players are on one end of the gym with a teammate. Each team has 2 writing boards, 2 markers, a sock, 2 scorecards. At the other end stands the teacher with a list of spelling words.



Object of the Game: Each team tries to solve as many of the *Wheel of Fortune* puzzles as possible.

Rules of play: Each team consists of 2 players. Each team has two writing boards and a marker and sock. The teacher announces the word to be spelled and uses it in a sentence. The first partner has 10 seconds to write the word and bring the board down (no markers may be brought). Flags are taken by players who have the correct spelling and arrive on time. After seven words are given the teacher begins to give the letters randomly to the *Wheel of Fortune* puzzle. When a team thinks they can solve the puzzle its captain stands. If correct that team becomes taggers; if incorrect it is given no more guesses. If two captains stand at the same time the team with more flags gets to take the first guess.

Game Two: Taggers are placed in the *Play Area*. Taggers may tag only players who are running to the HQ end of the gym (not returning with a flag). If tagged a player has 5 jumping jacks but may still continue and advance with their whiteboard. Players are safe while on a mat while doing jumping jacks.

Game Three: Taggers now may only tag players who are returning home with flags. Abandoned flags may be retrieved by players who have one already.

FAMOUS PLACE											A: 8 H: 5 I: 9 L: 10 N: 1 O: 2 R: 3, 7 T: 4, 6
1	2	3	4	5	6	7	8	9	10		
North Trail											
BOOK CHARACTER											A: 2 E: 10 H: 1 O: 7 P: 6 R: 3, 4, 11 T: 8, 9 Y: 5
1	2	3	4	5	6	7	8	9	10	11	
Harry Potter											
FAMOUS PERSON											A: 2, 5, 8 C: 6 L: 7 N: 3 S: 4, 10 T: 4 U: 9
1	2	3	4	5	6	7	8	9	10		
Santa Claus											

Famous Place

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

a b c d e f g h I j k l m n o p q r s t u v w x y z

Famous Book Character

1	2	3	4	5	6	7	8	9	10
11									

a b c d e f g h I j k l m n o p q r s t u v w x y z

Famous Person

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

a b c d e f g h I j k l m n o p q r s t u v w x y z

Famous Place

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

a b c d e f g h I j k l m n o p q r s t u v w x y z

Famous Book Character

1	2	3	4	5	6	7	8	9	10
11									

a b c d e f g h I j k l m n o p q r s t u v w x y z

Famous Person

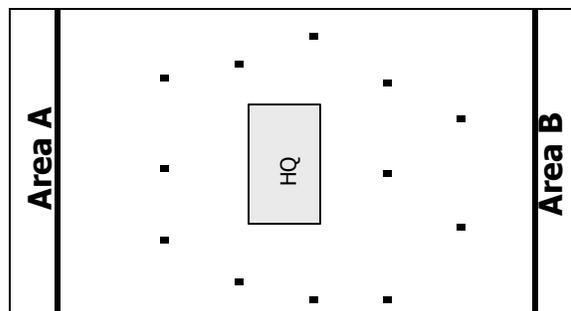
1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

a b c d e f g h I j k l m n o p q r s t u v w x y z

Spelling Contest

Materials needed: 36 writing boards, 18 markers,(or paper and pencil) 18 erasing socks, 200+ flags, 3-5 mats, 4 wands, 9 dots, 9 balls

Gym Set-up: In the center of the gym is a large mat. Each end of the Play Area has a line with benches or cones on it. Each team of 4 consists of two sets of partners. One pair from each team is in Area A and one in Area B. Each pair has a marker, a sock, and two boards. Dots are scattered throughout the *PlayArea*.



Object of the Game: Each player takes a flag for every word that they are able to spell correctly. Teams that have the most flags after 6 words are eligible to become taggers.

Rules of play: The teacher - standing on the center mat - calls out a word and uses it in a sentence. One partner from each pair in both Area A and Area B (half the players in the gym for each word) writes the word and runs to the center mat *without the marker*. Players have ten seconds. If the word is spelled correctly a flag is taken. Teams with 8 or more flags are "expert" teams. *Once all have gathered that are eligible the teacher spells the word. Students self-check (or have another check theirs). The honor system is used. A student violating the honor system is out for the remainder of the day.

Game Two: Taggers are chosen from the groups with the most. Taggers are using wands. If tagged that player has 5 jumping jacks and returns home. Players can be safe if on a dot doing jumping jacks.

Game Three: Taggers may tag only players who are returning home with a flag. If tagged the flag is abandoned and may be taken by any player who already has one.

List #1
Adverb
Atlas
Fiction
Harbor

Myth
Angle
Allergy
Prefix

List #2
Topic
Energy
Homonym
Keyboard

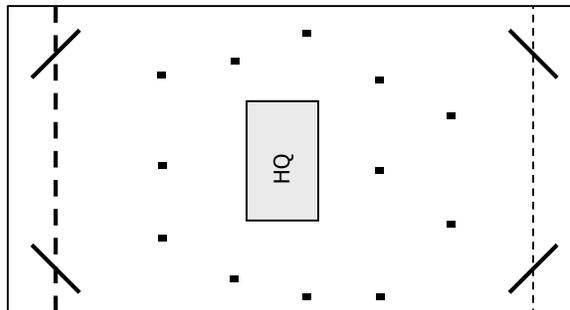
Compound
Rhythm
Sentence
Static

List #3
Nation
Magnet
Moonshine
Civil

Spelling Contest

Materials needed: 36 writing boards, 36 markers, (or paper and pencil) 18 erasing socks, 200+ flags, 3-5 mats, 4 wands, 9 dots, 9 balls

Gym Set-up: In the center of the gym is a large mat. Each of the corners has a bench or barrier at an angle. Players are in teams of four. Teams send one player to each corner of the gym. Each player has a marker and board. Several socks are in each corner. Dots are scattered in the gym.



Object of the Game: Each team gains flags for every word that they are able to spell correctly. Teams that have the most points after 4 words become taggers.

Rules of play: With one player from each team in each corner the teacher calls out a word and uses it in a sentence. Players have ten seconds to write the word and come to the center mat. If a team has one player with word spelled correctly the captain takes a pink flag (1 pt), two or three players with the correct spelling is a green flag (2 pts), and if ALL have it right the captain takes a blue flag (3 pts).

***Once all have gathered that are eligible the teacher spells the word. Students self-check (or have another check theirs). The honor system is used. A student violating the honor system is out for the remainder of the day.**

Game Two: Taggers are chosen from the groups with the most. Taggers are using wands. If tagged that player has 5 jumping jacks and returns home. Players can be safe if on a dot doing jumping jacks.

Game Three: Each team has a ball that exempts them from being tagged. The ball can be tossed from one team mate to another or can be given to a frozen team member to unfreeze them.

List #1
Adverb
Atlas
Fiction
Harbor

Myth
Angle
Allergy
Prefix

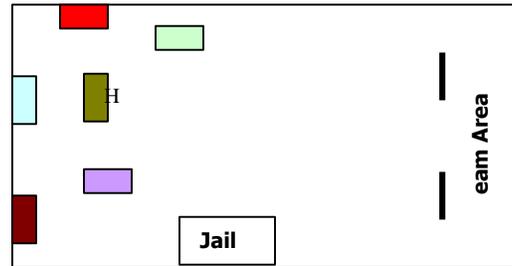
List #2
Topic
Energy
Homonym
Keyboard

Compound
Rhythm
Sentence
Static

List #3
Nation
Magnet
Moonshine
Civil

Unscrambling Words

Materials needed: 3-6 magic wands, 8 mats, 18 Scrambled Word index cards, 36 boards, markers, & erasers, master list of words



Gym Set-up: Players are in teams of two seated in the team area behind the benches at one end. At the far end are six mats each against the wall with three index cards (3 letter words – green, 4 letter words – red, 5 letter words – yellow) each with a scrambled word written on either side. In the center area are two large mats:

Object of the Game: Teams attempt to unscramble the six 3 letter words, write them on the team board and bring them to HQ before time runs out (two - three minutes). Teams arriving on time with all words spelled correctly are experts. (5 correct words = expert)

Rules of play: Each team may send one player at a time to the mats to copy the letters from the index card to the whiteboard and return. When one player returns the one who is waiting may leave. If stumped the team may send a player to the **Master** list posted at the near end.

Game Two: “Experts” from game one now must solve the six 4 letter scrambled words while non experts do the flip side of the 3 letter word cards (sides are numbered 1 & 2). Players now must run down and *remember* the letters.

Game Three: Selected from the experts will be one team of taggers. Taggers may tag only their own gender. Players are safe while on the mats or in the team area but may be tagged at any other time. If tagged that player must go to jail. To get out of jail a player must do 5 jumping jacks. In this game only the cards with four letter words are to be unscrambled. Experts are teams that get at least 5 of 6 unscrambled.

Game Four: All teams must now unscramble the five letter words. Taggers are again chosen from the experts. (this stage is very unlikely)

Three Letter Words	
Side #1	Side #2
SHI – (his)	LAL – (all)
URO – (our)	LOD – (old)
ANM – (man)	PTU – (put)
WOT – (two)	OYU – (you)
GTE – (get)	ROF – (for)
HES – (she)	NEO – (one)

Four Letter Words	
Side #1	Side #2
ROYU – (YOUR)	REEW – (were)
DASI – (said)	YMAN – (many)
LIWL – (will)	TNEH – (then)
NEBE – (been)	CEMO – (come)
GODO – (good)	WOND – (down)
HATT – (that)	WONK – (know)

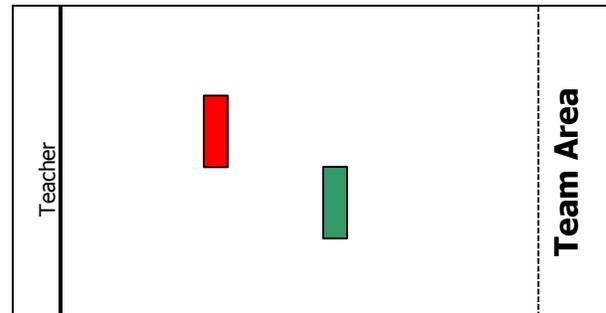
Five Letter Words	
Side #1	
ULWOD – (would)	
NGAAI – (again)	
TROHE – (other)	
ETHIR – (their)	
TREAT – (after)	
HHCIW – (which)	

Word Unscrambling Contest

Materials needed: 36 writing boards, 18 markers, (or paper and pencil) 18 erasing socks, 200+ flags, 2-3 mats, 2-4 wands

Gym Set-up: Players are on one end of the gym in groups of three. Each team has three writing boards, a marker, and a sock. At the other end stands the teacher with a list of scrambled words.

Object of the Game: Each team scores points for every word that they are able to spell correctly. When a word is deciphered correctly a flag is taken.



Rules of play: Each team consists of 3 players. Each team has three writing boards and one marker & sock. The teacher announces the letters of the word to be spelled. *Player A* has 10 seconds to write the word and bring the board down (leave the marker for *Partner B* or *C*). All those who make it with the word deciphered take a flag. Those who don't arrive on time or have a misspelled word go home without a flag. *Partner B* does the next word. When a player is returning with a flag s/he may be tagged by any player approaching the other end. If tagged that player must surrender the flag and go home empty handed, while the tagger can continue or turn for home. Three letter words are used.

Game Two: Taggers with wands are used on players approaching the teacher. Players may use the mats while doing jumping jacks. If tagged the player has 5 jumping jacks and goes home. Players approaching the teacher may still tag those returning home with a flag. Four letter words.

Game Three: Taggers with wands may only tag returning players who are carrying a flag. Players who are tagged must do 5 jumping jacks and drop their flag before returning home. Players returning home may garb flags off the floor if they have a flag already in possession. Four or five letter words.

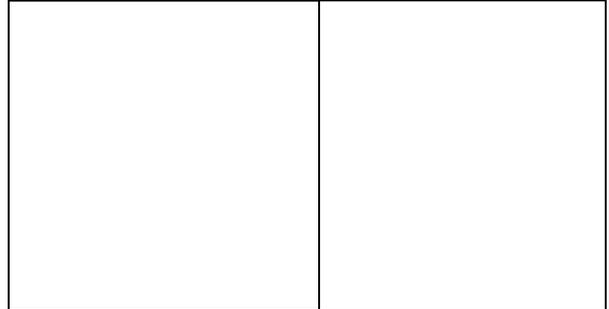
Tga (tag)
Nta (ant)
Atc (cat, act)

Unscrambling words

Materials needed: 36 writing boards, 36 markers, (or paper and pencil) 18 erasing socks, 18 gumballs, 18 wands

Gym Set-up: Players are on one end of the gym in groups of three. Each team has three writing boards, 3 markers, and 3 socks. It also has one wand and two soft balls.

Object of the Game: Each player tries to unscramble the word before his/her partners so he/she can try to score points by kicking the ball off the walls.



Rules of Play: Players sit campfire style each with a writing board and marker. Close at hand are two gumballs and a wand. The teacher reads a four letter word with the letters scrambled. Players write on the board the letters and then must unscramble them before their partners can. The first one done grabs a ball and runs to a wall and punts (or another skill of choice) the ball off the wall. The second player to finish takes the remaining ball and does the same. The final player does 10 jumping jacks, grabs the wand and then must tag the partners. All may run at any safe speed. A player scores one point for wall kicked up to a maximum of 5 points. When any player has 10 points the game is over for *all players* and a new game begins with each player taking a new partner.

- If a player takes the ball without having deciphered the word correctly he/she forfeits points earned to the tagger.
- If the tagger forgets to do 10 jumping jacks or does fewer than 10 the shooter gets the maximum 3 points.

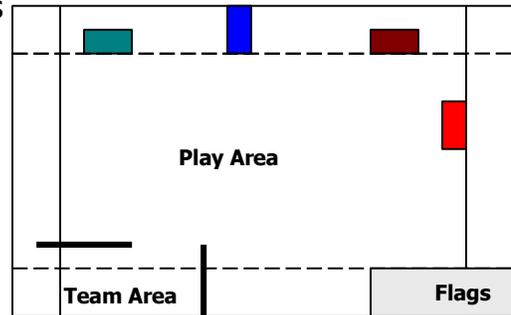
Game Two: The new teammates compare how many points each had from the previous game. The player with the fewest points need only do ten jumping jacks minus however many fewer they had.

KOTO	-	Took	ILOT	-	Toil	ILBL	-	Bill
TSMI	-	Mist	KEIB	-	Bike	PILM	-	Limp
CLIK	-	Lick	LTIK	-	Kilt	TTLI	-	Tilt
DNIF	-	Find	NMDI	-	Mind	MORF	-	Form
EKAM	-	Made						

Scrambled Sentences

Materials needed: 18 whiteboards & markers, (or paper and pencil) 18 socks, 4-5 scrambled sentence sheets, 4-6 wands, 5-6 mats

Gym Set-up: Players are on teams of two in the *Team Area*. Each team has one marker, writing board, and a sock. In the *Play Area* are scattered four mats. Placed on these mats are several word sheets. Each word list has 16-17 words each numbered and belonging to a different scrambled sentence. Along the far wall is a mat with flags.



Object of the Game: Teams try gather flags by getting sentences in the correct word order. The game ends when a team gets 4 flags.

Rules of Play: Each team sends out one player to one of the mats. Placed on the mat is a list of words numbered 1 through 17. The player reads word #1 and returns and records it on the team white board. Meanwhile the second partner runs to another mat to get word #1 from there. When all four words have been recorded they are placed in the proper sentence order it is shown to the teacher. If correct a flag is taken and sentence #2 begins.

Game Two: Taggers are selected from teams with 4 flags. Using magic wands they may tag any player in the player area who is not on a mat. If tagged 5 jumping jacks are required before returning home. If tagged with a flag it must be dropped. Flags may be taken from the floor by others who already have a flag in hand.

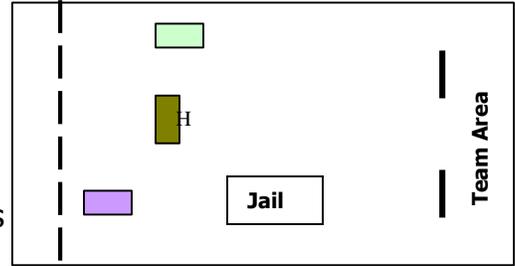
Game Three: Two sets of taggers are chosen.

1 - cat 2 - dog 3 - all 4 - moon 5 - ran 6 - plate 7 - green 8 - water 9 - the 10 - keys 11 - is 12 - is 13 - love 14 - cooks 15 - my 16 - all 17 - I	1 - quietly 2 - the 3 - night 4 - the 5 - two 6 - needs 7 - the 8 - the 9 - laughed 10 - lost 11 - cold 12 - asphalt 13 - I 14 - well 15 - me 16 - night 17 - a	1 - the 2 - ran 3 - stormed 4 - bright 5 - I 6 - cleaning 7 - was 8 - icy 9 - little 10 - my 11 - it 12 - the 13 - cheddar 14 - my 15 - scarf 16 - Michael 17 - have	1 - purred 2 - away 3 - it 4 - was 5 - miles 6 - the 7 - monster 8 - is 9 - dog 10 - I 11 - outside 12 - driveway 13 - cheese 14 - wife 15 - hand 16 - read 17 - headache	1 The cat purred quietly. 2 The dog ran away. 3 It stormed all night. 4 The moon was bright. 5 I ran two miles. 6 The plate needs cleaning. 7 The monster was green. 8 The water is icy. 9 The little dog laughed. 10 I lost my keys. 11 It is cold outside. 12 The driveway is asphalt. 13 I love cheddar cheese. 14 My wife cooks well. 15 Hand me my scarf. 16 Michael read all night. 17 I have a headache.
---	---	--	---	---

Rewriting Words

Materials needed: 3 to 5 lists of words, 3-4 magic wands, 3 mats, 36 boards, markers, & erasers.

Gym Set-up: Players are in teams of two seated in the team at one end of the gym. Each team has two boards, a sock, and two markers. Each word list is posted on the far wall.



Object of the Game: Teams attempt to become “experts” on as many of the word lists as possible. Word lists become increasingly difficult. The words on each list are common words when the letters are rearranged can spell a new word.

Rules of play: Teams consist of two players. The Captain runs down with his/her whiteboard and copies the first word on List #1. When the captain returns to rewrite the word the other player races down and copies the second word. When all the words have been rewritten the completed list is shown to the teacher. If all are correct the players are “experts” and move on to List #2.

Game Two: Taggers are chosen from the expert teams. Using wands they tag any player in the play area. If tagged the player must go to Jail and do 10 jumping jacks to get out before returning home. Mats may be used as safety stations as long as the player on them is doing jumping jacks the entire time.

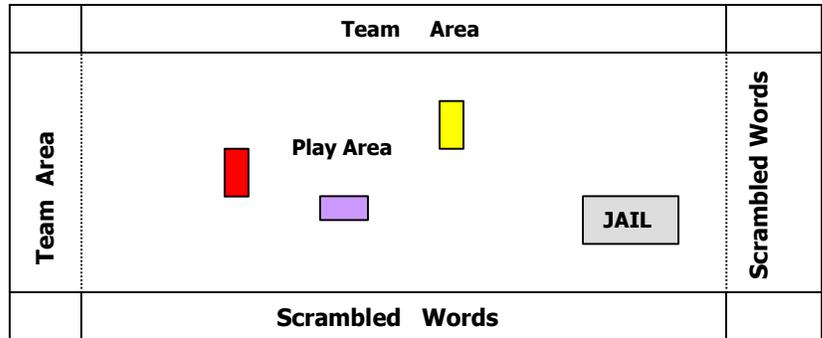
Game Three: New taggers are selected.

<p>List #1 WON NOT ACT SAW RAT TAN TAB TWO</p>	<p>List #2 EAT WAR BUT</p>	<p>List #3</p>	<p>List #4</p>
<p>List #1 Now Ton Cat Was Tar Ant Bat tow</p>	<p>List #2 tea/ate raw tub</p>	<p>List #3</p>	<p>List #4</p>

Making Words

Materials needed: list of 3-4 scrambled words, 3-4 wands, 36 boards, 18 markers and socks.

Gym Set-up: Players are at one end of the gym in pairs. Each team member has a board but share the marker. A double mat in the play area Serves as a Jail.



Object of the Game: Each team scores points for every word that they are able to spell with a bonus for longer words.

Rules of play: Teams consist of two players. The captain will take both whiteboards and race across to where the words are posted. After copying all the letters he/she will leave one whiteboard and return home. When a player has discovered a word s/he runs to the team's whiteboard (numbered on the back) and records the word. Meanwhile the remaining player tries to find another word and when the first partner returns runs down to write the second word. This continues for 2-3 minutes. Teams are awarded one point for 3 letter words, 2 points for 4 letter words, and 4 points for 5 or more letter words. Teams with 8 or more points are "expert" teams.

Game Two: Experts relocate so they are running the long way while non experts continue the short way.

Game Three: Taggers are selected from the expert teams. Using wands they may tag any player in the play area. If tagged the player must go to Jail. Ten jumping jacks are required to get out of Jail.

LLBBSAAEKT = basketball		
<i>All</i>	<i>Lab</i>	<i>ask</i>
<i>Bat</i>	<i>Tab</i>	
<i>Sat</i>	<i>Let</i>	
<i>Tall</i>	<i>bask</i>	<i>sell</i>
<i>Ball</i>	<i>slab</i>	
<i>Blab</i>	<i>task</i>	<i>salt</i>
<i>stab</i>	<i>stall</i>	<i>belt</i>
<i>take</i>	<i>bake</i>	<i>lake</i>
<i>Shell</i>	<i>Skate</i>	<i>stake</i>
<i>basket</i>	<i>ballet</i>	

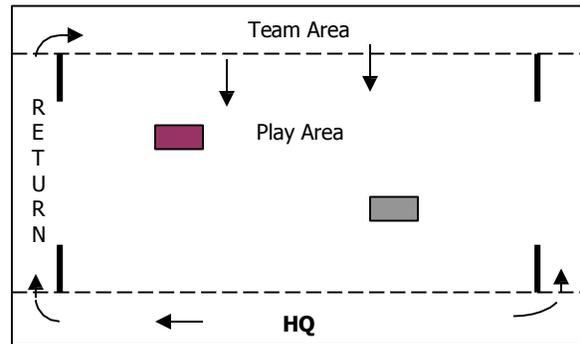
EAMOIRCVW = microwave		
<i>Row</i>	<i>raw</i>	<i>mow</i>
<i>Vow</i>	<i>rim</i>	<i>vim</i>
<i>maw</i>		
<i>Crow</i>	<i>wave</i>	<i>cave</i>
<i>Rave</i>	<i>roam</i>	<i>rove</i>
<i>Move</i>	<i>wear</i>	<i>more</i>
<i>Mare</i>	<i>care</i>	<i>craw</i>
<i>Crave</i>	<i>movie</i>	

TTAARRUNSE = restaurant			
<i>ant</i>	<i>rat</i>	<i>sat</i>	<i>Eat</i>
<i>ran</i>	<i>tan</i>	<i>Tea</i>	<i>rut</i>
<i>Star</i>	<i>seat</i>	<i>tear</i>	<i>Rats</i>
<i>test</i>	<i>rest</i>	<i>Rant</i>	<i>tent</i>
<i>sent</i>	<i>Rust</i>	<i>aunt</i>	<i>runt</i>
<i>True</i>	<i>tart</i>	<i>rear</i>	<i>rare</i>
<i>Trust</i>	<i>taser</i>	<i>stare</i>	<i>Start</i>
<i>strut</i>			
<i>arrest</i>	<i>tar</i>		

Word Families

Materials needed: 36 whiteboards, (or paper and pencil) 12 erasers & 24 markers, 200+ flags, 2-4 wands, 50+ bean bags

Gym Set-up: Players are in teams of 3 in the *Team Area*. Each team has three boards, a sock and 2 markers. At the other end is HQ where the teacher and the flags are located. On each side of the play area is a row of benches or barriers.



Object of the Game: Teams collect "critters". For each word after the 4th a team may take a critter. When teams have 5 or more critters they are eligible to be taggers.

Rules of play: Each team of three starts in the Team Area with three boards, a sock, and two markers. The teacher, standing at the far end of the play area (HQ) calls out and spells one word ending. The captain brings over one "team" board with the first completed word on it (team # is on the back of the board) and lays it face down and returns around the outside. When the captain gets to the far side the second player begins. When the captain arrives at home the third player takes a turn and so on so that only one player should be at home at any time. Team members record each new word on the team scoreboard. For every word the team takes a flag or bean bag. Three minutes. Experts will have 7 or more flags or bags.

Game Two: One group of taggers is chosen from the expert groups. Experts must have five or more critters. If tagged that player has 5 jumping jacks and must return home. The teacher calls out a new ending. Taggers may tag either gender.

Game Three: Two groups of taggers (one boys and one girls) are chosen from the expert teams. All runners must now run around the outside to write the word and back through the middle with the team's flag. If tagged the flag is dropped and the player has 5 jumping jacks before returning home.

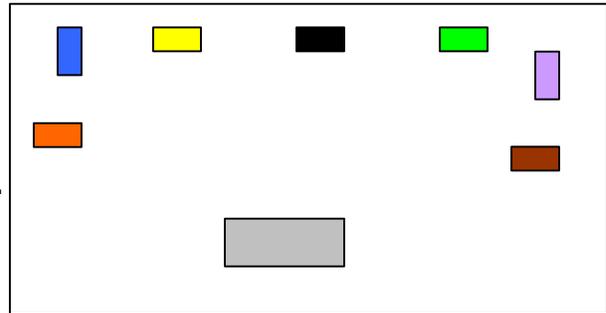
Word Endings					
IP	ANK	AT	EEP	IN	ACK
OP	ILL	INE	OOT	ACK	ITE

EEP	
Keep	Beep
Deep	Peep
Sleep	Cheep
Creep	Bleep
Jeep	

Scrabble

Materials needed: 3-400 cards with letters, 6-8 wands, 6-8 team mats

Gym Set-up: Players are on one of 10-11 mats laid out against the walls of the gym. Teams consist of a pair of boys and a pair of girls. In the center is a mat on which are all the alphabet cards.



Object of the Game: Each team attempts to gather all the letters needed to either fill out the alphabet or spell given words

Rules of play: Players take turns with their partner running to the center and returning with letters with which their team can spell words. Each team must have the initials of each team member before time runs out to be an expert team.

Game Two: Taggers are chosen from amongst the expert teams. Players may only be tagged if they do not have a letter. ("Free backs" with a letter) Players must now spell numbers.

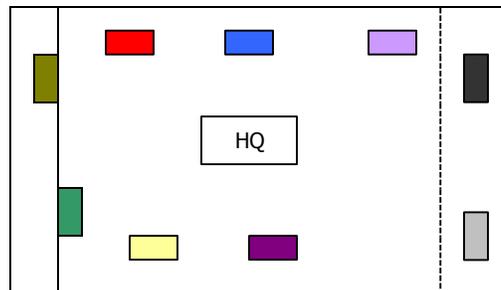
Game Three: One expert team is chosen as taggers and may tag only players returning home with a letter. If tagged the letter goes on the floor and the player does 5 jumping jacks and returns home. Players *with* a letter may pick up any from the floor. Teams must now spell as many colors as possible.

Game Four: Teams that haven't been successful are allowed one magic wand with which to tag any player not on a mat who has a letter card. If tagged he/she must surrender the card, do 10 jumping jacks and return home. (In any dispute the tagger is *always* right).

Crossword Scrabble

Materials needed: 3-400 cards with letters, 6-10 wands, 6-10 mats, 10 crossword puzzle sheets

Gym Set-up: Players are on teams made up of two sets of pairs and are on one of the mats that are spread around the perimeter of the play area. Each team has a crossword list of four-letter words. In the center are three or four boxes containing all the alphabet cards.

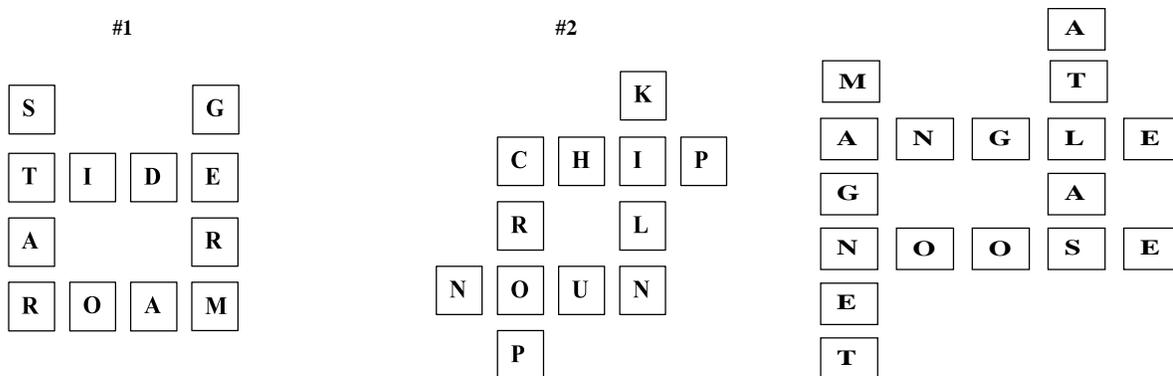


Object of the Game: Each team tries to gather the needed letters to fill in every word on their crossword puzzle sheet (most words selected from WAD).

Rules of play: Players take turns (one player must always be home or all letters are lost) running to the center and returning with letters with which their team can spell words. There is no stealing permitted. Teams have two minutes to gather the letters necessary to spell the words on their crossword sheet. One point is awarded for all words completed. Plus one additional minute will be given for teams to spell any additional words using their existing letters. Expert teams must have 5 points.

Game Two: After the letters are returned to the center all teams must move to the next puzzle on their list. One group from the previous experts is chosen to be taggers. Taggers may only tag (own gender if possible) players returning from the mat with a letter. If tagged the player must drop the letter, do 5 jumping jacks and return home. Letters found on the floor may be picked up by any players who already are carrying a letter.

Game Three: Experts now must use the larger crossword puzzles (5 & 6 letter words).



#1

S			G
T	I	D	E
A			R
R	O	A	M

#2

			K	
	C	H	I	P
	R		L	
N	O	U	N	
	P			

#3

			T	
	A	T	O	M
	R		M	
V	E	R	B	
	A			

#4

			F	
C	R	O	P	
A			N	
M	Y	T	H	
P				

#5

				A
M				T
A	N	G	L	E
G				A
N	O	O	S	E
E				
T				

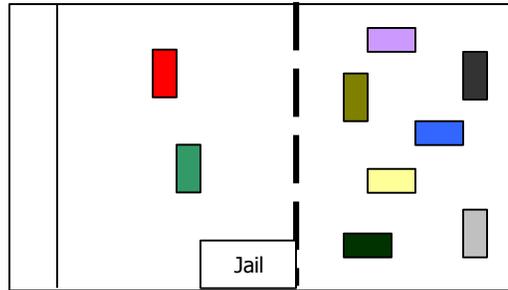
#6

				S
M				T
A	N	G	E	R
G			O	E
N			O	S
E			S	S
T			E	

Scrabble

Materials needed: 3-400 cards with letters, 6-10 wands, 6-10 mats

Gym Set-up: Players are in teams of two sets of pairs on one of the 6-8 mats that are spread around at one end of the *Team Area*. At the other end of the gym in the *Play Area* are two safety mats and a *Jail*. At the far end is a small section where the alphabet cards are scattered. Each mat in the Team Area has one wand.



Object of the Game: Each team tries to make “expert” as often as possible.

Rules of play: Players take turns running to the card area and returning with letters. One player must always be at home on the mat or all cards are lost. There is no “free backs” for players returning with letters. If tagged in the Play Area only that player must surrender his/her card and go to jail. Five jumping jacks are required to get out of jail. Players returning with cards are safe when on one of the mats as long as they are doing jumping jacks.

Game One: Each team tries to get as many different letters of the alphabet as possible. (12 letters = “expert”). Free backs in the Team Area.

Game Two: In this game teams must get the letters of each team members’ initials – including middle names. After the letters are returned the game begins. Players now may also steal from unguarded mats. The player who is on the mat must use the wand to tag would-be thieves. If tagged the thief goes to jail. If the thief gets on the mat untagged he/she may take one letter and return home.

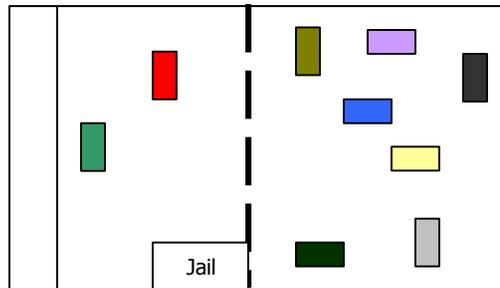
Game Three: Same rules as Game Two except all teams are trying to spell as many first names of team members as possible. All teams may use their wand to tag any player passing by. If that player has a card it must be given to the tagger. Any tagged player must go to Jail.

Game Four: Teams try to spell certain words or phrases. Teams that have yet to make expert may send their tagger off the mat (leaving their letters exposed) to tag anyone in the Team Area.

Scrabble

Materials needed: 3-400 cards with letters, 6-10 wands, 6-10 mats

Gym Set-up: Players are in teams of two sets of pairs on one of the 6-8 mats that are spread around at one end of the *Team Area*. At the other end of the gym in the *Play Area* are two safety mats and a *Jail*. At the far end is a small section where the alphabet cards are scattered. Each mat in the Team Area has one wand.



Object of the Game: Each team tries to make "expert" as often as possible.

Rules of play: Players take turns running to the card area and returning with letters. One player must always be at home on the mat or all cards are lost. There is no "free backs" for players returning with letters. If tagged in the Play Area that player must surrender his/her card and go to jail. Five jumping jacks are required to get out of jail. Players returning with cards are safe when on one of the mats as long as they are doing jumping jacks.

Game One: Each team tries to spell as many *names* as possible. Players without a letter in the Play Area may tag any returning player who is carrying a letter. Players may NOT also steal from any mats. Free backs once in the Team Area. Tagged players must go to Jail.

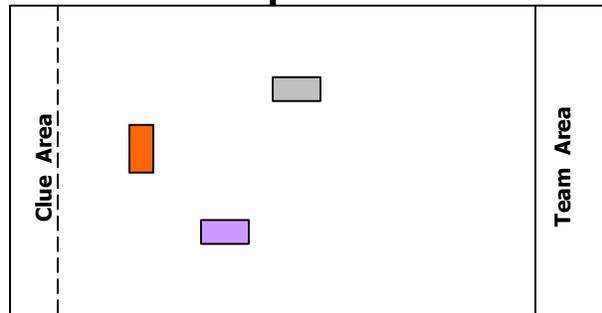
Game Two: In this game teams must spell as many *animals* as possible. Players now may also steal from unguarded mats. The player who is on the mat must use the wand to tag would-be thieves. If tagged the thief goes to jail. If the thief gets on the mat untagged he/she may take one letter and return home. Free backs with a letter in the Team Area. Tagged players must go to Jail.

Game Three: Same rules as Game Two except all teams are trying to spell as many *items in a kitchen* as possible. Any player with a letter may be tagged by a player without one. The tagged player must go to Jail.

Crossword Puzzle

Materials needed: 3-400 cards with letters, 6-8 wands, 6-8 mats, 18 crossword sheets & pencils, 200+ flags, 18 clue cards

Gym Set-up: Players are in pairs in Team Area. At the far end of the play area are posted the clue sheets. Each clue sheet has the clues for each of the three games. Two or three mats are located in the play area.



Object of the Game: Each team attempts to solve each crossword puzzle in the amount of time given.

Rules of Play: Each team captain runs to one end to claim a score sheet and a pencil. Then partners alternate running to the clue area. After reading the clue he/she returns and writes the word in the appropriate place. When Partner **A** gets back Partner **B** takes off for the next clue. This continues until all clues have been read and the puzzle solved.

Game Two: All groups move on to Puzzle #2. Taggers are selected. If tagged that player has 5 jumping jacks and returns home. Players may avoid being tagged by stopping on a mat. Players are safe if doing jumping jacks the entire time.

Game Three: Puzzle #3. Taggers

CLUES
(To be written on the green cards)

ACROSS

- 1-This animal purrs.
- 2-A chicken hatches from this
- 3-We do this when hungry

DOWN

- 4-8, but spelled differently
- 5-How old you are is your _____
- 6-This number comes after nine

			A						
C	A	T		A					
		E	G	G					
				E	A	T			
							E		
								N	

CLUES
(To be written on the yellow cards)

ACROSS

- 1-A place with lots of stores
- 2-You find this in a library
- 3-rhymes with *send*

DOWN

- 1-This shines in the sky at night
- 2-You can hit or kick this
- 4-What can't be found is_

			M	A	L	L			
			O					O	
B	O	O	K					S	
A			N						T
L									
L	E	N	D						

CLUES
(To be written on the red cards)

ACROSS

- 1-The Mississippi is one.
- 2-you get this when water boils
- 3-A witch might cast this on you

DOWN

- 4-A tall hill that is hard to climb
- 5-you get this when asleep
- 6-What you need when tired

								S	
			D					L	
			R	I	V	E	R		
		S	E					E	
S	T	E	A	M				P	
	E		M						
	E								
S	P	E	L	L					

PUZZLE #1 CLUES

ACROSS

- 1-This animal purrs.
- 2-A chicken hatches from this
- 3-We do this when hungry

DOWN

- 4-8, but spelled differently
- 5-How old you are is your
- 6-This comes after nine

PUZZLE #2 CLUES

ACROSS

- 1-A place with lots of stores
- 2-You find this in a library
- 3-rhymes with *send*

DOWN

- 1-This shines in the sky at night
- 2-You can hit or kick this
- 4-What can't be found is

PUZZLE #3 CLUES

ACROSS

- 1-The Mississippi is one.
- 2-You get this when water boils
- 3-A witch might cast this on you

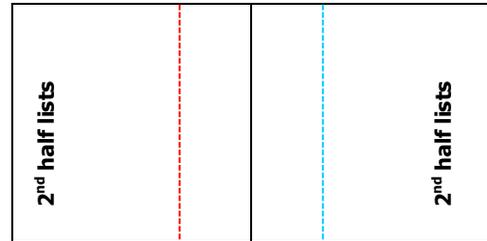
DOWN

- 4-A tall hill that is hard to climb
- 5-You get these when asleep
- 6-What you need when tired

Compound Words

Materials needed: 5-6 sheets of the first half of common compound words, 18 magic wands, 36 whiteboards, (or paper and pencil) markers, and erasers

Gym Set-up: Players are in teams of two seated back to back on the center line facing opposite walls. Each player has a whiteboard, marker, and sock. Posted on each wall are identical lists of the 2nd half of the compound words. Each pair has at its place a ball and a wand.



Object of the Game: Players attempt to score as many points as possible playing against their teammate.

Rules of play: The teacher reads the first half of the compound word which each player must write on the whiteboard before beginning. The players then run with board in hand to their respective wall to search the lists for the correct word ending. After completing the word the player returns home. If first home the ball is taken and thrown off as many walls as possible before being tagged. The player gets one point for getting the word correct and for each wall hit by the ball. If the only item left is the wand the player does 5 jumping jacks and then chases. The tagger gets one point for getting the word correct and one for tagging his/her partner. If the first partner has the word wrong the tagger gets all his/her points. *Each player must keep track of his/hertotal points.*

Game Two: List Two: After 4-5 words the player with more points is the "expert" and must now catch the ball off the wall *one handed*.

Game Three: List #3. Teams now all relocate closer to the non-experts wall.

Game Four: List #4. Post the first half of the compound word and announce the second half.

List #1 First Half HIGH HOME RAIL PEA	List #1 2nd Half ROAD NUT WAY WORK	List #2 First Half COW TOE BASE SAIL PLAY HER	List #2 2nd Half BALL SELF NAIL GROUND BOY BOAT	List #3 First Half PITCH TOUCH WISH TOOTH SUN SIDE MAIL PAY	List #3 2nd Half BONE WAYS BRUSH FORK CHECK SHINE BOX DOWN	List #4 First Half PIN OVER SHOT HEART AIR CHOP CHILD DOG CAST BIRD	List #4 2nd Half BATH HOOD BROKEN GUN HOLE COAT AWAY STICK FIGHT MAIL		
List #1 Highway Homework Peanut railroad	List #2 Cowboy Toenail Baseball Sailboat Playground herself	List #3 Pitchfork touchdown Wishbone toothbrush Sunshine sideways Mailbox paycheck		List #4 Pinhole overcoat Heartbroken airmail Chopstick childhood Castaway birdbath Dogfight shotgun					

List #1
First Half

HIGH
HOME
RAIL
PEA

List #3
First Half

PITCH
TOUCH
WISH
TOOTH
SUN
SIDE
MAIL
PAY

List #4
Second Half

BATH
HOOD
BROKEN
GUN
HOLE
COAT
AWAY
STICK
FIGHT
MAIL

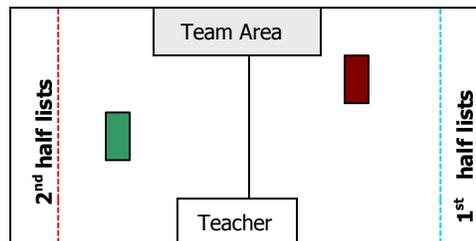
List #2
First Half

COW
TOE
BASE
SAIL
PLAY
HER

Dual Compound Words

Materials needed: 5-6 sheets of the first half and 5-6 sheets of the second half of common compound words, 36 whiteboards, (or paper and pencil) markers, and erasers, several mats

Gym Set-up: Players are in teams of two seated in the center Team Area. Each team has a whiteboard, marker, and sock. Posted on each wall are lists of the 1st half and 2nd half of the compound words. In each half of the play area is a mat serving as a safety.



Object of the Game: Players attempt to score as many points as possible by returning, and writing the first and second half of the dual compound word. For instance: Cow–boy-friend (cowboy / boyfriend).

Rules of play: The teacher reads word that is common to each compound word. Each player must run to his/her respective wall and find the correct 1st half or last half of the compound word written on the posted list. The three parts of the dual compound word must be written and brought to the teacher before time expires. If the team has the word correctly spelled a flag is taken home.

Game Two: List Two: After 4-5 words Taggers are chosen from expert teams. Taggers may only tag students running to the wall but not returning. Players may use the mats as safeties if they are doing jumping jacks the entire time. Tagged players must return home and start again.

Game Three: List #3. Taggers may tag players returning with flags. If tagged the flag must be dropped for any other player to snatch.

Touch
Toe
Air
Cow
Pay
Rail
Shot

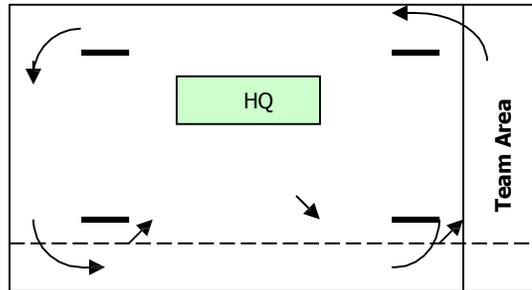
Boy
Nail
Road
Mail
Check
Gun
Down

Shy
Gun
Man
Friend
Mate
Comforter
Kill

Subjects of Sentences

Materials needed: 4 benches or barriers, 3 magic wands, 2-3 mats, 15 sentence sheets, 18 markers & socks, Training cards, 36 whiteboards.

Gym Set-up: Players are in teams of three. Benches arranged in an oval around a set of two mats in the center of the gym. On the mat are the *Principles of Training* cards or flags. Each team will need two highlighters and one sentence sheet.



Object of the Game: Teams attempt to collect all seven training cards (Frequency, Intensity, Time, Overload, warm-up/Cool-down, Use-disuse, F.I.T. card) by correctly identifying the subjects of the sentences on the sheet.

Rules of play: Teams may send two players at a time around the outside of the oval. The second player may begin when the first is halfway around. The player begins the trip when he/she has written the # of the sentence and the subject on his/her whiteboard. If it is correct the player may take one card from the center mat and return home (There must always be one player home or all cards are lost). Teams will get two minutes. Any team that has all 7 cards is an expert team.

Game Two: Taggers are chosen from the expert teams in the previous game. Taggers must tag the players before they get to the center mat. Players that are tagged have 5 jumping jacks and return home.

Game Three: New taggers are selected who may tag only those escaping from the center with a card. If tagged the card is dropped and the player returns home after 5 jumping jacks. Cards on the floor may be taken by any player who has a card.

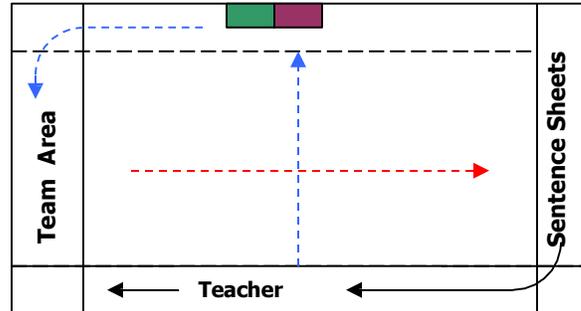
Subjects of Sentences

1. The subject of a sentence is always a noun.
2. A noun is a person, place, or thing.
3. The subject of a sentence is the focus of the sentence.
4. The subject of any sentence is what the sentence is about.
5. Verbs are often action words.
6. Adjectives describe nouns but are not the subject of the sentence.
7. Reading is fun.
8. My team wants very badly to be taggers this time.
9. The books I read are usually interesting.
10. Spelling is no problem for my team.
11. My favorite movie is *Akeelah and the Bee*.

Subjects of Sentences

Materials needed: 2-6 mats, 4 sentence sheets, 18 markers & socks, 18 whiteboards, (or paper and pencil) 30 scooters, 3 wands, Principles of Training cards

Gym Set-up: Players are in teams of 3 in the Team Area. Each team has two scooters, two markers & whiteboards, and a sock. At the far end of the gym is a strip of mats above which are posted several subject/verb sentence sheets. In the play area are two mats to be used by chariot riders and avoided by boogie boarders.



Object of the Game: each team attempts to collect as many of the 7 Principles of Training cards. A card (or flag) is taken each time the player reports to the teacher with the correct subject written on the whiteboard.

Rules of play: Partner A *boogie boards or knee boards* (Boogie boarding is when the player pushes the scooter as fast as safely possible before laying on it and coasting.) down the center of the gym with board and marker. He/she then reads sentence #1 and writes its subject before running around the outside to the teacher. If correct the player boogie boards across traffic to the mats to claim a card (or flag). If incorrect the player continues home without crossing for a card. As soon as Partner A arrives at the sheets Partner B boogie boards down to get the subject of sentence #2. When A returns home Partner C takes a turn. This continues until all 10 sentences have been answered or until time runs out.

Game Two: Taggers are chosen from the experts who carry magic wands in the Play Area. They may only tag players who are crossing to get a card. Those players no longer ride but carry their boards. If tagged the player does five jumping jacks and returns home.

Subjects of Sentences

SHEET # 1

1. The subject is always a noun.
2. A noun is a person, place, or thing.
3. An astronaut goes into space.
4. Reading is fun.
5. Cars burn gasoline.
6. Hamburgers taste good.
7. Money buys a lot of things.
8. Cheetahs are the fastest land animal.
9. Dishwashers clean dishes.
10. Football is America's favorite game.

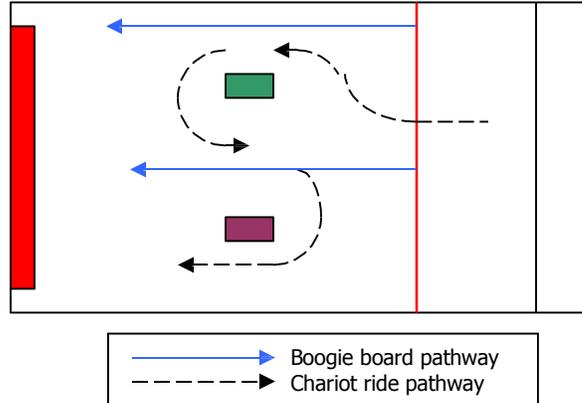
SHEET #2

- A. The subject of any sentence is what the sentence is about.
- B. Verbs are often action words.
- C. My favorite movie is *Akeelah and the Bee*.
- D. Frequency describes how often a person exercises.
- E. Muscle fatigue builds stronger muscles.
- F. A good swimmer requires much practice.
- G. My golf game stinks.
- H. Time waits for no man.
- J. Evil PE teachers are from Pluto.
- K. Personal fitness is a necessary ingredient of good health.

Subjects of Sentences

Materials needed: 2-6 mats, 4 sentence sheets, 18 markers & socks, 18 whiteboards, (or paper and pencil) 36 scooters, 18 ropes.

Gym Set-up: Players are in teams of 3 in the Team Area. Each team has two scooters, one marker, whiteboard, and sock. At the far end of the gym is a strip of mats above which are posted several subject/verb sentence sheets. In the play area are two mats to be used by chariot riders and avoided by boogie boarders.



Object of the Game: Get all 10 subjects or verbs of the sentences correctly written on the whiteboard.

Rules of play: Partner A **boogie boards** (Boogie boarding is when the player pushes the scooter as fast as safely possible before laying on it and coasting.) down the center of the gym. He/she then reads sentence #1 and determines its subject before returning home and writing it on the team whiteboard. As soon as Partner A arrives at the mats Partner B boogie boards down to get the subject of sentence #2. When A returns home Partner C takes a turn. This continues until all 10 sentences have been answered correctly.

When phase one has been completed the team erases and must figure out the verbs in the same sentences. This time the **chariot ride** (The chariot ride features a rider seated on the scooter with feet FLAT on the floor. The "horse" has a jump rope around his/her waist that is held by the two hands of the rider. Horses must **walk**.) is the means of travel. The chariot must make a figure 8 around the two mats in the play area. They must yield to the boogie boarders. When the rider gets to mats the horse runs home with the scooter to become the next rider.

Game Two: If time permits Sentence sheet #2 is used for the same format.

Subjects of Sentences

SHEET # 1

1. The subject is always a noun.
2. A noun is a person, place, or thing.
3. An astronaut goes into space.
4. Reading is fun.
5. Cars burn gasoline.
6. Hamburgers taste good.
7. Money buys a lot of things.
8. Cheetahs are the fastest land animal.
9. Dishwashers clean dishes.
10. Football is America's favorite game.

SHEET # 2

- A. The subject of any sentence is what the sentence is about.
- B. Verbs are often action words.
- C. My favorite movie is *Akeelah and the Bee*.
- D. Frequency describes how often a person exercises.
- E. Muscle fatigue builds stronger muscles.
- F. A good swimmer requires much practice.
- G. My golf game stinks.
- H. Time waits for no man.
- J. Evil PE teachers are from Pluto.
- K. Personal fitness is a necessary ingredient of good health.

SHEET #1

1. The subject is always a noun.
2. A noun is a person, place, or thing.
3. An astronaut goes into space.
4. Reading is fun.
5. Cars burn gasoline.
6. Hamburgers taste good.
7. Money buys a lot of things.
8. Cheetahs are the fastest land animal.
9. Dishwashers clean dishes.
10. Football is America's favorite game.

SHEET #1	SHEET #2
Subject	SUBJECT
Noun	VERBS
Astronaut	MOVIE
Reading	FREQUENCY
Cars	FATIGUE
Hamburgers	SWIMMER
Money	GAME
Cheetahs	TIME
Dishwashers	TEACHERS
Football	FITNESS
Is	IS
Is	ARE
Goes	IS
Is	DESCRIBES
Burn	BUILDS
Taste	REQUIRES
Buys	STINKS
Are	WAITS
Clean	ARE
is	IS

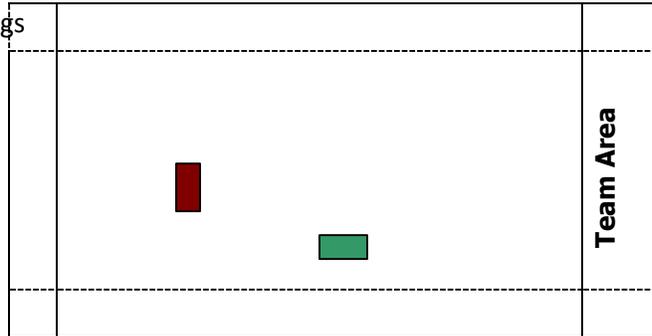
SHEET #2

- A. The subject of any sentence is what the sentence is about.
- B. Verbs are often action words.
- C. My favorite movie is *Akeelah and the Bee*.
- D. Frequency describes how often a person exercises.
- E. Muscle fatigue builds stronger muscles.
- F. A good swimmer requires much practice.
- G. My golf game stinks.
- H. Time waits for no man.
- J. Evil PE teachers are from Pluto.
- K. Personal fitness is a necessary ingredient of good health.

Subjects & Verbs of Sentences

Materials needed: 2 mats, 6 sentences sheets, 36 markers and whiteboards, (or paper and pencil) 12 erasers, 3 wands, 100+ flags

Gym Set-up: Players are in teams of 3 in the *Team Area*. Each team has two markers, three whiteboards, and a sock. Across the gym are posted 6 copies of The sentence sheets. In the middle of the play area are two mats used as safeties.



Object of the Game: Advance through the stages by correctly determining the subjects and verbs in each of the stage sentences.

Rules of play: Partner **A** runs across the play area without a marker or board and reads sentence #1 on one of the posted sentence sheets and returns when he/she knows its subject. When **A** arrives at the far wall Partner **B** begins his/her turn running to read sentence #2. When Partner **A** returns to write the answer to sentence #1 Partner **C** begins. This continues for two minutes. All teams with five correct are experts. Taggers are chosen from the experts.

Game Two: Taggers may tag players as they run down to read the next set of sentences. If tagged the player must do 5 jumping jacks and return home. Players may use the mats as safeties as long as jumping jacks are continuously done.

Game Three: Each player now carries a whiteboard and marker to the far end. The player writes the number of the sentence and the VERB that corresponds. If correct a flag is taken. Taggers may tag players returning with a flag. If tagged the flag is dropped, 5 jumping jacks are done, and player returns home. Any player with a flag may pick up flags off the floor.

Subjects & Verbs of Sentences

SHEET #1
1. M&M's melt in your mouth not in your hand.
2. Kindness changes things.
3. Astronauts fly in space.
4. Space is where you find astronauts.
5. The cow jumped over the moon.
6. Monkeys swing through the trees.

SHEET #1	
M & M 's	melt
Kindness	changes
Astronauts	fly
Space	is
Cow	jumped
Monkeys	swing

SHEET #2

6. The little dog laughed to see such fun.
7. My foot hurts.
8. The reason is hard to understand.
9. The fullback ran through the line.
10. I won the money playing poker.
6. The Jedi-knight used his light saber.

SHEET #2

Dog	laughed
Foot	hurts
Reason	is
Fullback	ran
I	won
Jedi-knight	used

SHEET #1

1. M&M's melt in your mouth not in your hand.
2. Kindness changes things.
3. Astronauts fly in space.
4. Space is where you find astronauts.
5. The cow jumped over the moon.

SHEET #1	
M & M 's	melt
Kindness	changes
Astronauts	fly
Space	is
Cow	jumped

SHEET #2

6. The little dog laughed to see such fun.
7. My foot hurts.
8. The reason is hard to understand.
9. The fullback ran through the line.
10. I won the money playing poker.

SHEET #2	
Dog	laughed
Foot	hurts
Reason	is
Fullback	ran
I	won

SHEET #3

- A. Marilyn dropped the expensive vase.
- B. Verbs are often action words.
- C. My favorite movie is *Akeelah and the Bee*.
- D. Frequency describes how often a person exercises.
- E. Muscle fatigue builds stronger muscles.

SHEET #3	
MARILYN	DROPPED
VERBS	ARE
MOVIE	IS
FREQUENCY	DESCRIBES
FATIGUE	BUILDS

SHEET #4

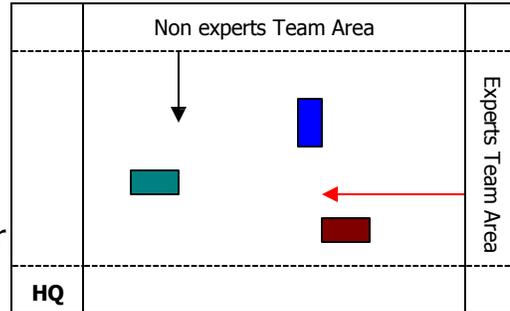
- F. A good swimmer requires much practice.
- G. My golf game stinks.
- H. Time waits for no man.
- J. Evil PE teachers are from Pluto.
- K. Personal fitness is necessary for good health.

SHEET #4	
SWIMMER	REQUIRES
GAME	STINKS
TIME	WAITS
TEACHERS	ARE
FITNESS	IS

Homonyms

Materials needed: 36 whiteboards, (or paper and pencil) & markers, 18 socks, sentence list, 200+ flags, 4-6 wands

Gym Set-up: Players are on teams of two on the non-expert short side of the play area. In the center of the play area are 2-3 mats. Each team has two whiteboards, a marker & sock. The instructor stands at the farthest corner from the players with the list of sentences.



Object of the Game: Teams try to accumulate as many flags as possible by successfully crossing the play area after spelling the homonym correctly.

Game One: The teacher names the homonym to be spelled then uses it in a sentence. Player **A** writes the word and advances across the play area. If the player makes it in 10 seconds or less with the word spelled correctly he/she takes a flag. Player **B** does the same with the second homonym. After 6 sentences have been read teams with 5 or more flags are experts.

Game Two: Experts now move to the Expert Team Area at the long end of the play area. The teacher again reads 6 sentences and players alternate. Any team with 5/6 is an expert team.

Game Three: All teams that have made expert at least one time are playing the long way. Taggers (one male and one female group) are chosen from among the expert teams. Taggers have wands if available and may tag only their own gender and only experts.

Game Four: Taggers may tag only players returning home with a flag. If tagged the player drops the flag and returns home empty handed. Players with a flag may pick up one on the floor on the way home.

- 7) We have **two** apples.
- 8) I ate the delicious **pear**.
- 9) They have a **son** and a daughter
- 10) I **ate** a pizza for lunch.
- 11) I **read** the book.
- 12) I **won** the race.

- 1) **They're** going to the basketball game.
- 2) We went with Uncle Jerry **too**.
- 3) The pig's **tail** was short.
- 4) The **knight** rode a beautiful horse.
- 5) I have a **sore** on my knee.
- 6) Mother said, "Please do not **waste** time."

- 19) I have a **pair** of gloves.
- 20) The **sun** is shining today.
- 21) I bought **eight** pencils.
- 22) My book is **red**.
- 23) He has **one** brother.
- 24) Please meet me at **their** house

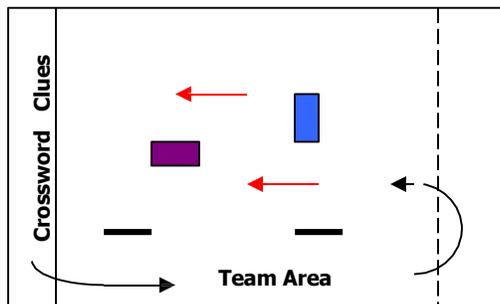
- 13) We had a rare **steak** for dinner.
- 14) Please put the dog's bed over **there**.
- 15) Did you **wrap** the present?
- 16) Do not run down the **stairs**.
- 17) Are you going to **wait** for me?
- 18) Have you heard the **tale** of the scary ghost?

- 1) We have **two** apples.
- 2) I ate the delicious **pear**.
- 3) They have a **son** and a daughter
- 4) I **ate** a pizza for lunch.
- 5) I **read** the book.
- 6) I **won** the race.
- 7) **They're** going to the basketball game.
- 8) We went with Uncle Jerry **too**.
- 9) The pig's **tail** was short.
- 10) The **knight** rode a beautiful horse.
- 11) I have a **sore** on my knee.
- 12) Mother said, "Please do not **waste** time."
- 13) We had a rare **steak** for dinner.
- 14) Please put the dog's bed over **there**.
- 15) Did you **wrap** the present?
- 16) Do not run down the **stairs**.
- 17) Are you going to **wait** for me?
- 18) Have you heard the **tale** of the scary ghost?
- 19) I have a **pair** of gloves.
- 20) The **sun** is shining today.
- 21) I bought **eight** pencils.
- 22) My book is **red**.
- 23) He has **one** brother.
- 24) Please meet me at **their** house.
- 25) The belt goes around your **waist**.
- 26) Isn't it a beautiful **night** out?
- 27) The **sum** of the problem is 10.
- 28) Which **hour** do you go to math?
- 29) Did you tie a square **knot**?
- 30) Please come to **our** house.

Homonym Crossword Puzzles

Materials needed: 2-3 mats, 2-4 wands, 4-5 clue sheets, 18 crossword puzzle sheets, 18 pencils, 18 scooters, 1-2 ropes

Gym Set-up: Players are on teams made up of two and are in the Team Area. Each team has one scoresheet and one pencil. In the play area are scattered two or three mats. On one side of the play area are two benches or barriers that create a corridor for running. At the far end of the play area posted on the wall are 4 or 5 clue sheets.



Object of the Game: Each team tries to correctly fill in the crossword puzzle score sheet with the homonyms given by the clue sheet within the time limit.

Rules of play: Players take turns running to the far end with a scooter then boogie boarding or knee boarding down to the clue area. On the clue sheet there is a word for which there is homonym. The correctly spelled homonym must be entered on the team's score sheet. If a team is finished before time expires it can bring the sheet to the teacher for correction. Two minutes.

Game Two: A set of taggers is selected from the experts (all answers correct) in the previous game. The tagging team does the chariot with the rider carrying a wand for tagging. The horse and rider switch jobs each time a player is tagged. Players may stop on any mat for safety but must do jumping jacks while on the mat. Puzzle #2 is used for this game. Two minutes.

Games Three & Four: New taggers are selected. Mats are still in use as safety areas. Puzzle three is used for this game. Two minutes.

SHEET #1
 1 Across: soar
 1 Down: sun
 2 Across: two
 2 Down: too

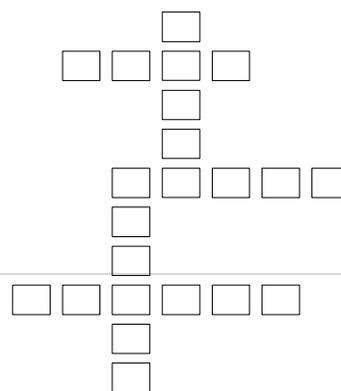
#1

		S	O	R	E
T	O	O			
W		N			
O					

SHEET #2
 1 Across: tale
 1 Down: they're
 2 Across: so
 3 Across: pear

#2

		T	A	I	L
		H			
	S	E	W		
		I			
P	A	I	R		



SHEET #3
 1 Down: There
 2 Across: our
 3 Down: rap
 4 Across: pair

#3

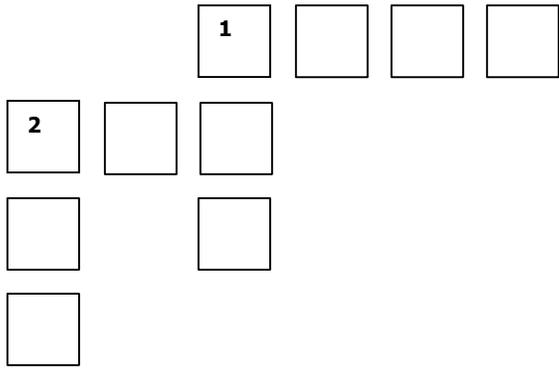
T			W				
H	O	U	R				
E			A				
I			P	E	A	R	
R							

SHEET # 4
 1 Across: plane
 2 Down: ate
 3 Across: stake
 3 Down: stares
 4 Across: night

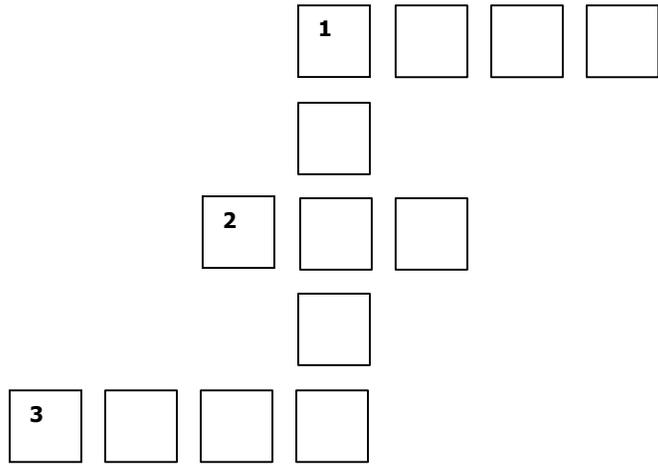
#4

			E				
P	L	A	I	N			
			G				
			H				
		S	T	E	A	K	
		T					
		A					
K	N	I	G	H	T		
		R					
		S					

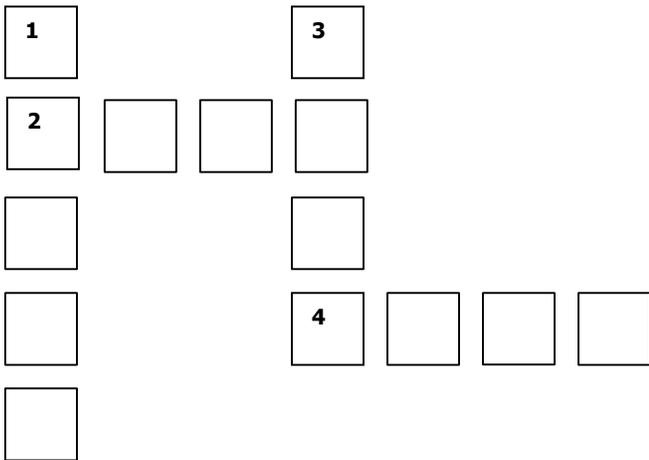
#1



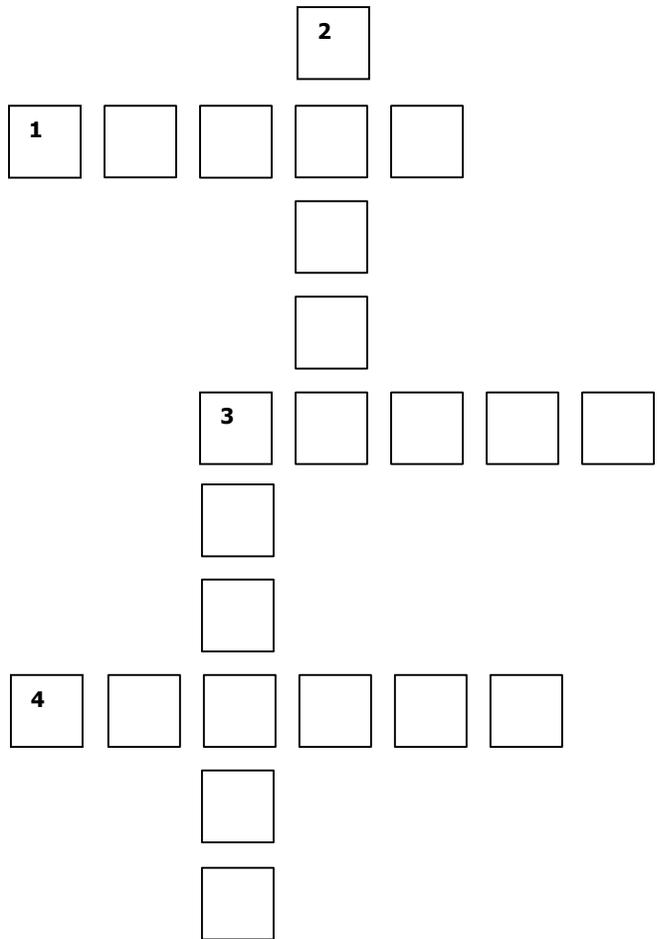
#2



#3



#4



SHEET #1

- 1 Across: soar
- 1 Down: sun
- 2 Across: two
- 2 Down: too

SHEET #2

- 1 Across: tale
- 1 Down: they're
- 2 Across: so
- 3 Across: pear

SHEET #3

- 1 Down: There
- 2 Across: our
- 3 Down: rap
- 4 Across: pair

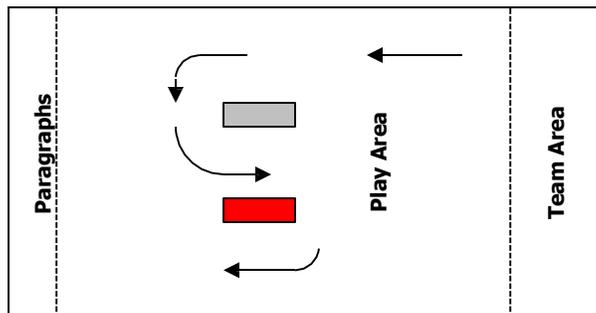
SHEET # 4

- 1 Across: plane
- 2 Down: ate
- 3 Across: stake
- 3 Down: stares
- 4 Across: night

Comprehension

Materials needed: 2 mats, 12 scooters & ropes, 12 sets of Q & A sheets & pencils, 4 paragraph sheets

Gym Set-up: Players are in teams of 3 in the Team Area along the wall. In the center are two mats. At the far end are posted the paragraphs the players will be reading. Each of the teams has a Q & A sheet and a pencil.



Object of the Game: Teams must answer all the questions correctly on the first Q & A section to become an "expert" team. Teams see how many paragraphs they can become experts on.

Rules of play: Each team has a Question and Answer sheet that has the questions for each of the three paragraphs posted on the far wall. Player **A** first reads Question #1 and then sits on the scooter being careful to follow ALL safety rules. Partner **B** is the "horse" and pulls the rider with the team rope. Horses must walk. [**Crashes result in loss of turn for the rider**]. When the rider reaches the paragraph sheets he/she reads until his/her question is answered then runs home to write the answer. The horse meanwhile has run back to read question #2 and becomes the new rider with Partner **C** becoming the horse. This continues until all questions have been answered or time runs out.

"Mountain men" were fur trappers in the Rocky Mountains during the 1820's and 1830's. They mainly trapped beaver. Beaver skins were very valuable in the East. These pelts were used to make the fashionable men's hats of that era. There were many dangers these men faced. Among the perils were starvation, grizzly bears, and hostile local Indian tribes. Many men went into the mountains but never came out.

- a. What were mountain men trapping?
- b. What is another word that is used for beaver skin?
- c. What were the skins used for?
- d. Where were these skins valuable?
- e. Where did these men trap?
- f. Name one of the things mountain men could die from.

Kit Carson was one of the West's most famous frontiersmen. He was born in 1809 in Kentucky, raised in Missouri but spent much of his life in the Rocky Mountains. He was a trapper, a guide, an Indian agent, a rancher, and even a general in the US army. When he was 34 he married a 14 year old girl. He could speak nine languages fluently. The capital of Nevada is named for Kit Carson.

1. When was Kit Carson born?
2. Where did he spend much of his life?
3. Where was Kit Carson born?
4. How old was his wife?
5. How many languages could he speak?
6. What state's capital is named for him?

John Colter was a member of Lewis and Clark's expedition. He was considered an excellent hunter. In 1807-1808 he explored the Yellowstone Lake area of present day Wyoming and discovered geysers and bubbling mud pots that no one believed existed. They labeled his discovery "Colter's Hell." His most famous exploit was a race for his life. Captured by the Blackfoot Indians, he was stripped and allowed to run while a group of braves gave chase intending to hunt and kill him. He outran all but one brave whose spear he wrestled away and used to kill him

1. What famous expedition was Colter a part of?
2. What were the mudpots and geysers he found named?
3. Where was this place near?
4. Which tribe of Indians tried to kill Colter?
5. With what did Colter kill the final brave?
6. What was Colter wearing when he ran away?

#1	#2	#3
Beaver	1809	Lewis & Clark
Pelts	Rocky Mtns	Colter's Hell
Hats	Kentucky14	Yellowstone
Eastern US	9	Blackfoot
Rocky Mtns	Nevada	Spear
Grizzly bears		nothing

#1

“Mountain men” were fur trappers in the Rocky Mountains during the 1820’s and 1830’s. They mainly trapped beaver. Beaver skins were very valuable in the Eastern United States. These pelts were used to make the fashionable men’s hats of that era. There were many dangers these men faced. Among the perils were starvation, grizzly bears, and hostile local Indian tribes. Many men went into the mountains but never came out.

#2

Kit Carson was one of the West’s most famous frontiersmen. He was born in 1809 in Kentucky, raised in Missouri but spent much of his life in the Rocky Mountains. He was a trapper, a guide, an Indian agent, a rancher, and even a general in the US army. When he was 34 he married a 14 year old girl. He could speak nine languages fluently. The capital of Nevada is named for Kit Carson.

#3

John Colter was a member of Lewis and Clark’s expedition. He was considered an excellent hunter. In 1807-1808 he explored the Yellowstone Lake area of present day Wyoming and discovered geysers and bubbling mud pots that no one believed existed. They labeled his discovery “Colter’s Hell.” His most famous exploit was a race for his life. Captured by the Blackfoot Indians, he was stripped and allowed to run while a group a braves gave chase intending to hunt and kill him. He outran all but one brave whose spear he wrestled away and used to kill him.

- 1 What were mountain men trapping?
- 2 What is another word that is used for beaver skin?
- 3 What were the skins used for?
- 4 Where were these considered valuable?
- 5 Where did these men trap?
- 6 Name the dangerous animal in the paragraph.

Answers	
1	_____
2	_____
3	_____
4	_____
5	_____
6	_____

7. When was Kit Carson born?
8. Where did he spend much of his life?
9. Where was Kit Carson born?
10. How old was his wife?
11. How many languages could he speak?
12. What state's capital is named for him?

Answers	
7	_____
8	_____
9	_____
10	_____
11	_____
12	_____

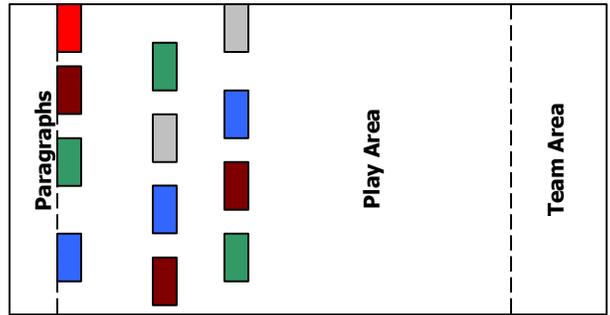
13. What famous expedition was Colter a part of?
14. What were the mudpots & geysers he found named?
15. Where was this place near?
16. Which tribe of Indians tried to kill Colter?
17. With what did Colter kill the final brave?
18. What was Colter wearing when he ran away?

Answers	
13	_____
14	_____
15	_____
16	_____
17	_____
18	_____

Comprehension

Materials needed: 8-12 mats, 18 sets of Q & A sheets & pencils, 7-8 sets of paragraphs, 30 hockey sticks and pucks, 36 gumballs

Gym Set-up: Players are in teams of 3 in the Team Area along the wall. In the center are mats in three rows preventing direct travel to the far wall. Teams have two pucks and sticks. At the far end are posted the paragraphs the players will be reading. Each of the teams has a Q & A sheet and a pencil.



Object of the Game: Teams must answer all the questions correctly on the first Q & A section to become an “expert” team. Teams see how many paragraphs they can become experts on.

Rules of play: The captain begins by stickhandling to the other end and reading until he/she has found the answer to the first question. When the first player has passed the second row of mats the second player begins. When a puck hits another player, a mat, or the wall the stickhandler has 10 jumping jacks before he/she may continue. When a team has the answers the captain brings them to a teacher. If correct they change equipment (ball for a puck) and start on the next paragraph. If incorrect they must correct their answers.

Wyatt Earp was a famous lawman from the Old West. He lived from 1848 to 1929 when he died in Los Angeles, California. His most notable friends were Doc Holiday, a young dentist, and Bat Masterson. Although Wyatt had been arrested many times he served as a deputy sheriff on various occasions. He is most remembered for his infamous gunfight at the OK Corral in Tombstone, Arizona. During this fight several members of the Clanton and McLauri gangs were killed by Wyatt Earp, his brothers, and friends. He achieved “hero” status as a result of several movies about his life.

The aurora borealis or northern lights are seen only in the northern hemisphere (north of the equator) usually at night. They get their name from from the Roman goddess of the dawn, *Aurora*, and the Greek name for the north wind, *Boreas*. It occurs most often in the months of September and October but can be seen in March and April as well. The northern lights are observed in several colors but often have a greenish glow. In the southern hemisphere they are called aurora australis, which is a Latin word, or southern lights.

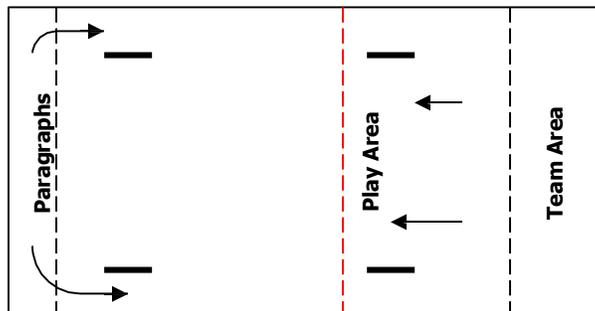
- 1 What job did Wyatt Earp hold? _____
- 2 When did he die? _____
- 3 What was the dentist’s name? _ _____
- 4 Where did he die? _____
- 5 In what city was the OK Corral? _____
- 6 What was the name of Earp’s other friend?__ _____
- 7 Besides the McLauri’s what other gang fought Earp?__ _____
- 8 What made Earp famous? _____

- 1 What is the other name for the aurora borealis? _____
- 2 Are they ever seen during the day? _____
- 3 Aurora is the roman goddess of what? _____
- 4 What is often the color of the lights? _____
- 5 They are seen most often in October and what other month? _____
- 6 The name Boreas is from which language? _____
- 7 The southern hemisphere is land south of what? _____
- 8 Which word in the piece is Latin? _____

Comprehension

Materials needed: 6-8 mats, 18 sets of Q & A sheets, 18 set of whiteboards, (or paper and pencil) socks & markers, 3 foam frisbees, 7 sets of paragraphs, 5-6 bowling pins, 36 scooters

Gym Set-up: Players are in teams of 3 in the Team Area along the wall. In the center are randomly placed pins. Benches or barriers placed near the walls form two outside corridors for running. Inside the barriers is the Play Area . At the far end are posted the paragraphs the players will be reading. Each team has a Q & A sheet, whiteboard, marker and sock, and two scooters.



Object of the Game: Teams must answer all the questions correctly on the first Q & A section to become an “expert” team. Teams see on how many paragraphs they can become experts.

Rules of play: Teams will consist of three players and will start in the team area. After having read Question #1 the Captain will begin by “boogie boarding” from the restraining line to the mats at the far end, returning after he/she has the answer. Player B begins the boogie board trip through the play area once the Captain arrives at the mat. Player C takes a turn when the Captain returns.

*If a boogie boarder knocks over a pin he/she loses his/her turn. If the boogie boarder is unable to coast the entire way he/she must paddle the rest of the way.

Games Two & Three: “Taggers” are selected from the expert teams. Taggers are stationed outside the benches and each has a foam Frisbee. Theses are used to “tag” boogie boarders as the travel through the team area. If hit the player loses his/her turn. If the thrower hits a pin he/she has 10 jumping jacks before retrieving the Frisbee.

Mark Twain

Samuel Clemens is America’s most famous writer. But his readers know him through his pen name, Mark Twain. He was born in Florida, Missouri in 1835 but moved to Hannibal when he was four years old. Hannibal, a city on the Mississippi River, became the inspiration for *The Adventures of Huckleberry Finn*. Twain had many jobs besides that of an author. He was a silver miner in Virginia City, Nevada and a steamboat captain on the Mississippi also. He died in 1910 of a heart attack.

- #1
1. What was Mark Twain’s real name?
 2. What is it called when an author uses a name besides his own?
 3. In what city was Twain born?
 4. How old was Mark Twain when he moved to Hannibal?
 5. What else was Twain besides a silver miner and author?
 6. What city was the inspiration for *Huck Finn*?
 7. What killed Mark Twain?
 8. What year did he die?

- #1
- | | |
|------------------|---------------------|
| 1 Samuel Clemens | 5 steamboat captain |
| 2 pen name | 6 Hannibal |
| 3 Florida | 7 heart attack |
| 4 4 | 8 1910 |

Mark Twain

Samuel Clemens is America's most famous writer. But his readers know him through his pen name, Mark Twain. He was born in Florida, Missouri in 1835 but moved to Hannibal when he was four years old. Hannibal, a city on the Mississippi River, became the inspiration for *The Adventures of Huckleberry Finn*. Twain had many jobs besides that of an author. He was a silver miner in Virginia City, Nevada and a steamboat captain on the Mississippi also. He died in 1910 of a heart attack.

The Revolutionary War

The American Revolution between the 13 colonies and England began in 1775 at famous battle of Lexington. General Gage of the English Army in Boston sent men to Lexington, Massachusetts on April 19th. The night before Paul Revere made his famous "midnight ride" letting the people know the British were coming. 77 local army volunteers known as "minutemen" met the British army in the town square. Shots were fired and several Americans died. This was the first battle of the war.

Columbus

Christopher Columbus first sailed to the "New World" in 1492. Although he was Italian he claimed the land he found for Spain who paid for his trip. He sailed in 3 boats, the Nina, Pinta, and Santa Maria. He was really looking for a shorter, safer trade route to India. Ships at that time sailed around the dangerous southern tip of Africa. He first landed in what is now the Bahama Islands off the coast of Florida.

#1		#2		#3	
1 Samuel Clemens	5 steamboat captain	1 1775	5 77	1 Italy	5 India
2 pen name	6 Hannibal	2 Lexington	6 minutemen	2 1492	6 Spain
3 Florida	7 heart attack	3 Gage	7 13	3 New World	7 Africa
4 4	8 1910	4 Paul Revere	8 Massachusetts	4 3	8 Bahamas

#1

1. What was Mark Twain's real name?
2. What is it called when an author uses a name besides his own?
3. In what city was Twain born?
4. How old was Mark Twain when he moved to Hannibal?
5. What else was Twain besides a silver miner and author?
6. What city was the inspiration for *Huck Finn*?
7. What killed Mark Twain?
8. What year did he die?

#2

1. In what year did the war start?
2. What city hosted the first battle?
3. What was the British general's name?
4. Who made the famous "midnight ride"?
5. How many American soldiers were present??
6. What was the name given to the soldiers??
7. How many colonies were in America at the time?
8. In what state did this take place?

#3

1. Where was Columbus from?
2. When did he first sail to the Americas?
3. What were the lands he discovered called in those days?
4. How many ships made the journey?
5. Where was he really going?
6. Who paid for his trip to the New World?
7. Around what continent did ship go to get to India?
8. Where did he eventually land?

Mark Twain

Samuel Clemens is America's most famous writer. But his readers know him through his pen name, Mark Twain. He was born in Florida, Missouri in 1835 but moved to Hannibal when he was four years old. Hannibal, a city on the Mississippi River, became the inspiration for *The Adventures of Huckleberry Finn*. Twain had many jobs besides that of an author. He was a silver miner in Virginia City, Nevada and a steamboat captain on the Mississippi also. He died in 1910 of a heart attack.

The Revolutionary War

The American Revolution between the 13 colonies and England began in 1775 at famous battle of Lexington. General Gage of the English Army in Boston sent men to Lexington, Massachusetts on April 19th. The night before Paul Revere made his famous "midnight ride" letting the people know the British were coming. 77 local army volunteers known as "minutemen" met the British army in the town square. Shots were fired and several Americans died. This was the first battle of the war.

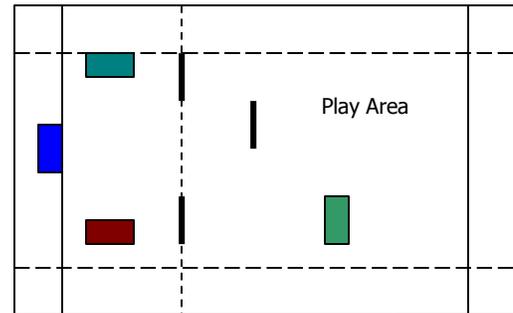
Columbus

Christopher Columbus first sailed to the "New World" in 1492. Although he was Italian he claimed the land he found for Spain who paid for his trip. He sailed in 3 boats, the Nina, Pinta, and Santa Maria. He was really looking for a shorter, safer trade route to India. Ships at that time sailed around the dangerous southern tip of Africa. He first landed in what is now the Bahama Islands off the coast of Florida.

Vocabulary Words & Definitions

Materials needed: 18 definition sheets, 2-4 wands, 4-8 mats, 18 scooters

Gym Set-up: Players are on teams of two at one end of the play area. Each team has one pencil, definition sheet, and one scooter. In the play area are scattered a few obstacles. At the far end of the gym are three mats. Each mat has the word lists. Each word list has six or more words.



Object of the Game: Teams try to get as many correct answers as possible on their answer board.

Game One: The game is three minutes long. Team members take turns reading the definition and running to the mats upon which are the word lists. The word lists have the six answers plus additional words that are NOT correct. When a team has all the definitions filled out it sends its captain to the teacher. If all are correct the game is over. If not the team must correct them. Any team having 5 of the 6 correct is an expert team.

Game Two: Taggers are selected from the experts. Each carries a wand and may tag either gender. If tagged the player has 5 jumping jacks and then returns home. The mats in the play area serve as safties for the runners.

Game Three: Players boogie or knee board down to the mats but must carry their scooter back.

Game One

1. To show or emphasize differences when by comparing
2. When water changes from a vapor to a liquid or a cloud usually caused by a change in the temperature.
3. A letter or group of letters that comes at the beginning of a word and has a meaning of its own.
4. Words that the same sound and often the same spelling but have different meanings.
5. Capable of being used again or repeatedly.
6. A sentence that states the main thought of a paragraph.

LIST #1

- 1 Prefix
- 2 Estimate
- 3 Precipitation
- 4 topic sentence
- 5 Homonym
- 6 reusable

Game Two

1. . A belief that is false or unsupported.
2. The amount that remains after one quantity is subtracted from another.
3. A piece of writing that is not based on fact but was imagined.
4. An amount found by adding numbers..
5. An Australian dog-like animal.
- 6 Someone who tells a story.

LIST #2

- 1 dingo
- 2 narrator
- 3 myth
- 4 difference
- 5 sum
- 6 fiction
- 7 stress
- 8 research

GAME ONE

1. A close guess
2. When water changes from a vapor to a liquid or a cloud usually caused by a change in the temperature.
3. A letter or group of letters that comes at the beginning of a word and has a meaning of its own.
4. Words that have the same sound and often the same spelling but have different meanings.
5. Capable of being used again or repeatedly.
6. A sentence that states the main thought of a paragraph.

LIST #1

- 1 Estimate
- 2 Precipitation
- 3 Prefix
- 4 Homonym
- 5 reusable
- 6 topic sentence

GAME TWO

1. A belief that is false or unsupported.
2. The amount that remains after one quantity is subtracted from another.
3. A piece of writing that is not based on fact but was imagined
4. An amount found by adding numbers.
5. An Australian dog-like animal.
6. Someone who tells a story.

LIST #2

- 1 myth
- 2 difference
- 3 fiction
- 4 sum
- 5 dingo
- 6 narrator

GAME THREE

1. A unit of spoken language consisting of a single, uninterrupted sound.
2. A collection of maps and charts.
3. A part of speech used to name a person, place, thing or quality.
4. The likelihood of something happening.
5. The boundary of a closed shape found by adding the lengths of all sides together.
6. A single word made up of two or more words put together.

LIST #3

- 1 syllable
- 2 atlas
- 3 noun
- 4 probability
- 5 perimeter
- 6 compound word

List #1	List #2	List #3
1 Prefix	1 dingo	1 compound word
2 Reusable	2 narrator	2 probability
3 Homonym	3 difference	3 syllable
4 topic sentence	4 fiction	4 noun

5 Precipitation
6 Estimate

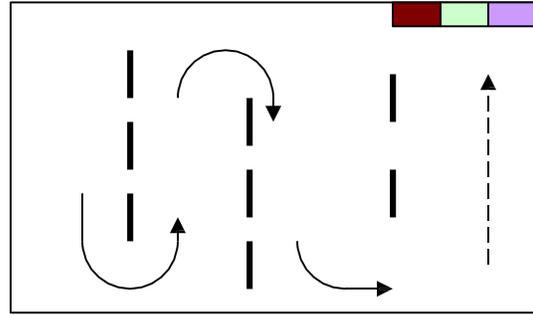
5 myth
6 sum

5 perimeter
6 atlas

Context

Materials needed: 2 benches or barriers, 3-6 magic wands, 6 mats, 36 sentence sheets, 36 pencils/pens, "Principles of Training" cards

Gym Set-up: Players are in teams of three seated in the team area. Each team has a context sentence sheet, one pencil, two scooters and a rope. Using benches or barriers four avenues are formed. At the far end of the gym is a strip of three mats. Posted on the wall are the context words to be filled in on the teams' answer sheets.



Object of the Game: Teams attempt to make expert by filling in at least four of the six answers correctly.

Rules of play: Each team has a sentence sheet and a pencil as well as two scooters and a rope. The captain rides the scooter first being towed by a *walking "horse."* (If a horse is running that team is out until the next game. Chariots that tip or collide must do three spinners and 5 jumping jacks.) The chariot goes up and down the alleys until the rider is dropped off at the final avenue. S/he then "boogie boards" to the mats where the answers are posted. Meanwhile the horse runs back with the scooter reads the next sentence and becomes the rider. Three minutes or six sentences whichever comes first.

Game Two: The game is the next six sentences on the context sheet. Teams now "bobsled" to the boogie board area. [Bobsledding is when the rider lays on his/her abdomen while being pulled. Horses still must walk.

Game Three: The next six sentences are used. Teams now must chariot ride but horses may run at any safe speed.

Game Four: The last six sentences are used. Horses may run at a safe speed pulling a bobsledder.

The _____ helped Jason find a sweater for his mom's birthday.

Mr. Auge's dream is to climb to the _____ of Mt. Everest.

On a snowy day, my dad's car slid and went into the _____.

#1
Know
Salesperson
Summit
Ditch Swept
responsibility

#2
Mascot
Interesting
January
Computer
Breakfast
wheelchair

#3
Broken
Principal
Crush
Thief
Answer
Calm

#4
Bunch
Dock
Arrived
Islands
Map
Appointment

Context

1. Do you _____ the capital of West Virginia?
2. The _____ helped Jason find a sweater for his mom's birthday.
3. Mr. Auge's dream is to climb to the _____ of Mt. Everest.
4. On a snowy day, my dad's car slid and went into the _____.
5. Dan _____ the hallway after students brought in dirt from their shoes at the end of recess time.
6. It is important to take _____ for your own actions.
7. There is the Farmington Tiger _____ at the Homecoming football game.
8. There was an _____ fact that I found in the Social Studies book today.
9. Jim was born on New Year's Day in _____.
10. Mrs. Huling teaches _____ skills to us on Day 3.
11. The most important meal of the day is _____.
12. Tarah helped the boy in the _____ across the parking lot.
13. There was a _____ piece of glass in the parking lot that popped my tire.
14. Dr. Geis is the _____ of North Trail Elementary School.
15. The garbage truck will _____ the neighborhood's garbage before taking it to the dump.
16. A _____ stole my bike at the park.
17. Do you know the _____ to question number seven?
18. The student remained _____ when she was taking her test.
19. There was a _____ of Popsicle sticks on the floor that needed to be picked up.
20. We had to bring the _____ out of the lake because it was almost winter.
21. The fire engine _____ on the scene.
22. Captain Cook was the first European to see the Hawaiian _____.
23. I wish I had a _____ so I could find the directions to the ballgame.
24. My _____ with the dentist worries me.

principal
crush
thief
answer
interesting
arrived

January
computer
breakfast
wheelchair
broken
map

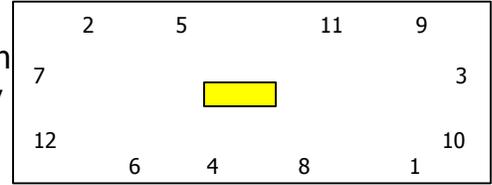
summit
ditch
swept
responsibility
mascot
Islands

calm
bunch
dock
know
salesperson
appointment

Word Scramble Clues

Materials needed: 2 basketballs, 2 gripper balls, 2 jump ropes, 1 frisbee, 2 bean bags, 1 chariot rope, 2 bowling pins, 2 scooters, 15 whiteboards ,(or paper and pencil) & markers, 6 soft balls

Gym Set-up: Players are in teams of two. Posted on the wall throughout the gym are 12 station cards each with instructions on it. Each station has the necessary equipment for two teams to perform the activity described on the instruction card.



Object of the Game: Teams attempt to guess the scrambled word by gaining letter clues after finishing the physical challenge at a station.

Rules of play: Each team will consist of two players and will start at one of the stations. Teams must carefully read each instruction card and perform the activity **exactly** as it is described. Teams not doing the activity as described have 5 jumping jacks each before rereading and continuing. Each time the team successfully completes a station it comes to the center mat and gets a letter to be filled in on the team’s whiteboard. (Taggers can be used to prevent players from getting to the center mat.)

Game #1
DISNEY * WORLD
 1 2 3 4 5 6 7 8 9 10 11 12

Game # 2
MIDDLE SCHOOL
 1 2 3 4 5 6 7 8 9 10 11 12

Game #3
MOUNT EVEREST
 1 2 3 4 5 6 7 8 9 10 11 12

Station One (rope, scooter)

Each partner takes a chariot ride once around the gym. You must change horse and rider when you had made one full circle. If the rider falls or crashes, the team must start over.

HORSES MUST WALK AT ALL TIMES. / RIDERS MUST HAVE THEIR FEET ON THE FLOOR AT ALL TIMES.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Two (one basketball)

Each player must make two baskets. You must shoot at the same basket as your partner. Each team has one ball. You may not shoot at a basket at which another team is shooting.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Three (box, bean bag)

Each partner must throw one bean bag into the box from behind the line.

Players must take turns using one bean bag. If the thrower steps over the line the team must begin again.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Four (pin, Frisbee)

Each player must knock down the pin with a Frisbee from behind the line.

Players must take turns using one Frisbee and one pin. If the thrower steps over the line the team must begin again.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Five ((2 gumballs)

Each player must toss a ball, clap 5 times, and *catch* the ball. Each player can use a ball – one for each player at the same time.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Six (goggles, vest)

One partner must wear a blindfold. The other partner may give directions to the other end of the gym as they walk together. When you arrive at the other end of the gym change jobs and return home with the guide now blindfolded.

YOU MAY NOT TOUCH EACH OTHER WHEN BLINDFOLDED. / THE BLINDFOLD MAY NOT BE TOUCHED.

If either of these happens you must start over from the point where this blind partner began.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Seven (2 basketballs)

Partners must each dribble a ball across the gym at the same time. You must do this while **HOLDING HANDS**.

If ballhandling error (traveling or loss of control) is made both players have 5 jumping jacks but may continue from that spot. When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Eight (scooter)

Taking turns, each partner must travel once around the gym sitting on a scooter with his/her partner pushing (Car & Driver). You must switch jobs when you get once around. You may travel at any safe speed.

THE RIDER'S FEET MUST BE ON THE FLOOR. / YOU MUST NOT RUN INTO ANYTHING OR ANYONE.

If either of these happens you must start over from the point where the riding partner began.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Nine (2 small gumballs)

You must use two balls. One partner throws both balls at the same time from at least 10 feet away. The other partner must catch both. When the team has made 10 catches (not in a row) the activity is over. If you are standing too close you start again. When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Ten (short jump rope)

Using one short rope both partners must do 10 rope jumps inside the same rope at the same time. Partners stand side by side with each holding one handle of the rope. The jumps do not have to be in a row.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Eleven (2 gumballs)

Each player using both balls must juggle 10 times in a row without a mistake.

When the first player is done the second player must also juggle both balls 10 times.

(If a player tries three times but he/she but cannot do it successfully it will count anyway)

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Station Twelve (ball, pin)

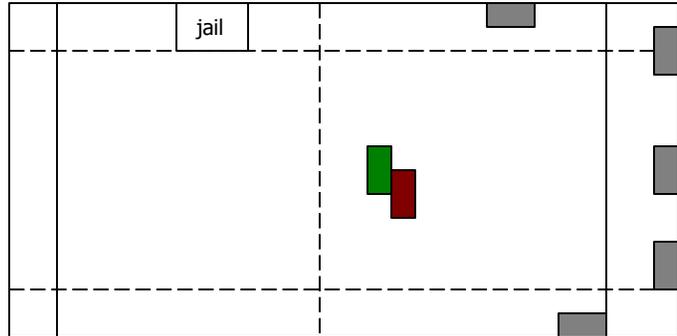
Each player must knock down the pin with a ball THROWN from behind the line. Each team is allowed ONE ball and ONE pin. If this is not done correctly or the thrower is over the line the team starts over from 0.

When you are done you may go to the center and the teacher will give you the letter that goes with your station.

Constructing Paragraphs

Materials needed: 5-6 scrambled paragraph sheets, 7-8 mats, 18 paragraph sheets and pencils, 2-4 magic wands, 18 balls

Gym Set-up: Teams of two are seated in the *Team Area*. At the the far end of the play area are 5-6 mats. Posted on the wall above the mats are scrambled paragraph sheets. Off to the side is a "jail" mat. In the middle of the play area are 2-3 mats where the teacher stands and to which the players report when their sheet has been completed.



Object of the Game: Each team tries to reconstruct as many of the paragraphs as possible in the time given.

Rules of play: Teams of 2 players start in the team area with a score sheet, a pencil, and a ball. Player A runs out from the Team Area and catches a throw from Player B. If the ball is caught A continues down to one of the mats and reads the scrambled sentences. A returns when he/she is certain of the next sentence. After returning A throws the ball to B who goes down to get the next sentence. A writes down only the FIRST word of sentence # 2. When the paragraph has been unscrambled the sheet is brought to the center mat for inspection. If correct the players begin paragraph #2. If incorrect both players go to JAIL where 5 jumping jacks are required for release.

Game Two: Taggers are chosen from those who got paragraph #2. Taggers may tag any player who has crossed the half-court line and is not on a mat. If tagged the player must go to jail.

Game Three: Each paragraph is longer and more difficult.

Paragraph #1

1 One of the main components of fitness is a healthy heart. So, if you want a stronger heart you must exercise aerobically. Any activity that works the heart is called aerobic exercise.

Paragraph #2

1 The football game was very close. It was so exciting I thought I might have a heart attack. I sure don't need one of those.

Paragraph #3

1 All paragraphs have a topic sentence. The topic sentence tells us what the paragraph is about. When you want to change subjects you start a new paragraph. Following the topic sentence are two or three more sentences that give us information about the topic.

Paragraph #4

1 I wonder if Columbus was scared when he sailed to the New World. It seems kind of silly now. That meant if you sailed too far you could fall off the edge of the earth. At that time people thought the world was flat.

Paragraph #5
1 There are five components of fitness.
Flexibility is next.
Body composition is the final component.
The first and most important is aerobic.
Second are muscular strength and endurance.

#1
One
Any
So

#2
The
It
I

#3
All
The
Following
When

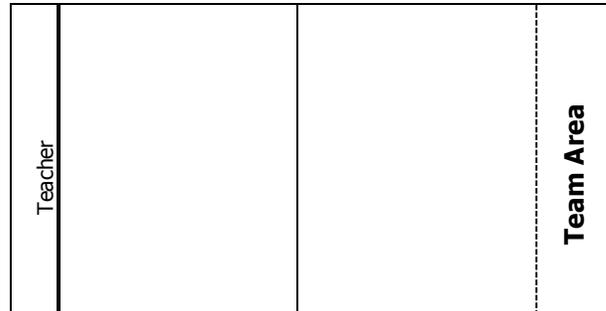
#4
I
At
That
It

#5
There
The
Second
Flexibility
Body

Word Find

Materials needed: 18 writing boards, (or paper and pencil) 18 markers, 18 erasing socks, 18 jump ropes, 6-8 paragraphs, 6-8 word banks

Gym Set-up: Players are on one end of the gym with a teammate. Each team has two writing boards, a marker, and a sock. At the other end stands the teacher with a list of spelling words. In the center halfway down are 2 mats.



Object of the Game: Each team scores points for every word that they are able to spell correctly. When a word is spelled correctly a flag is taken. Teams attempt to score as many points as possible.

Rules of play: Each team consists of 2 players. Each team has one board, one marker & sock, one small jump rope. The captain writes the numbers 1-10 in a column on the team's whiteboard then runs to the other side of the gym. He/she reads the paragraph until a blank space appears. The player chooses the appropriate word from the word bank and returns home to write the word next to #1. While one player is gone the other partner must be jumping rope. Players switch jobs each time.

Game Two: Two groups of experts (one male and one female) become taggers with wands. Taggers may tag only their own gender. If tagged the player has 5 jumping jacks and returns home. Players may use the mats as safety areas but must be doing jumping jacks while on the mats.

Whales are very smart 1. Some people are even trying to 2 to them. Many whales make 3 sounds in the water. Others can hear them 4 away. Some whales catch food with their 5. Then they swallow it 6. They have long plates in their 7. Tiny sea life goes through these plates. 8 of whales are killed every year. Soap and other things are made from the whale oil. People in some 9 eat whale meat, too. Too many whales are being 10. Soon there may be no more whales.

Word Bank				
talk	whole	mouths	far	teeth
thousands	countries	squeaky	animals	killed

Birds sound so happy when they 1. You can hear birds singing 2 your house. All you need to do is leave a tasty 3 for them. Your mom or dad can help you 4 a bird house. It can be plain or 5. You can make a simple bird feeder by 6. Get some pinecones from a 7 tree. Rub peanut 8 and honey all over them. Stick lots of birdseed on it. Hang your bird feeder 9 a tree or your window. Birds will thank you 10 day with their songs.

Word Bank				
Build	pine	fancy	butter	sing
Every	treat	from	outside	yourself

#1

Whales are very smart 1. Some people are even trying to 2 to them. Many whales make 3 sounds in the water. Others can hear them 4 away. Some whales catch food with their 5. Then they swallow it 6. They have long plates in their 7. Tiny sea life goes through these plates. 8 of whales are killed every year. Soap and other things are made from the whale oil. People in some 9 eat whale meat, too. Too many whales are being 10. Soon there may be no more whales.

Word Bank #2

Build	pine	fancy	butter
Every	treat	from	outside
yourself	sing		

#2

Birds sound so happy when they 1. You can hear birds singing 2 your house. All you need to do is leave a tasty 3 for them. Your mom or dad can help you 4 a bird house. It can be plain or 5. You can make a simple bird feeder by 6. Get some pinecones from a 7 tree. Rub peanut 8 and honey all over them. Stick lots of birdseed on it. Hang your bird feeder 9 a tree or your window. Birds will thank you 10 day with their songs.

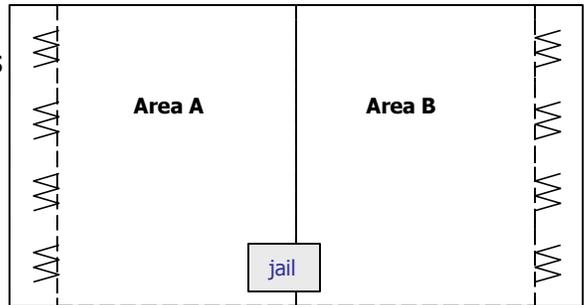
Word Bank #1

talk	whole	mouths	far
teeth	thousands	countries	
squeaky	animals	killed	

Crossword Comprehension

Materials needed: 10-12 mats, 10 sets of crossword sheets and clue sheets, 10 pencils, 4 benches or barriers.

Gym Set-up: Players are in teams of 4. Each team plays against one other team from across the gym. A team from Area A will play against a team from Area B. In the center is a line dividing the gym in half. A safety area is made by standing 4-5 folding mats on a line 5-6 feet in front of each end wall. Posted on the back of each mat are the clues for each team from the other area. On the front of each mat are the questions for that team. Each side has a mat serving as a jail. Near the far wall a narrow corridor is formed by benches or barriers.



Object of the Game: Teams must answer fill in the crossword puzzle before their opponents are able and before time runs out.

Rules of play: Each team of four wears a jersey identifying them to their opponents. Each team also has their own mat to defend. Players may stay on their own side where they remain taggers or cross to the other side to read the clues. If an opponent can get behind the safety line he/she is safe and cannot be tagged. If tagged that player must go to jail. Ten jumping jacks are required to get out of jail. When returning home players must go back by the corridor created by the barriers where they cannot be tagged. The player then enters the answer on the puzzle.

#1

	T	L	O	O	K	
A	U	T	O		I	
	B	S			L	
A	T			T	I	M
						E

#1

1 Down: What something before it is found

1 Across: _____ before you leap

3 Down: Scottish bagpipe players wear these instead of pants

4 Across: What your watch tells you

5 Down: Biggest instrument in a marching band

2 Across: Another word for car

#2

	C	S	O	N	G	
S	H	O	W		I	
	O	I			V	
P	M			P	E	A
						C
						E

#2

1 Down: You do this to move across water

1 Across: Rhymes with long

3 Down: To _____ is better than to receive

4 Across: The opposite of war

5 Down: You do this with an axe

2 Across: _____ and Tell

#3

	B	M	O	N	E	Y
S	O	L	O		O	
	A	R			N	
T	E			N	E	A
						T

#3

1 Down: Opposite of less

1 Across: \$

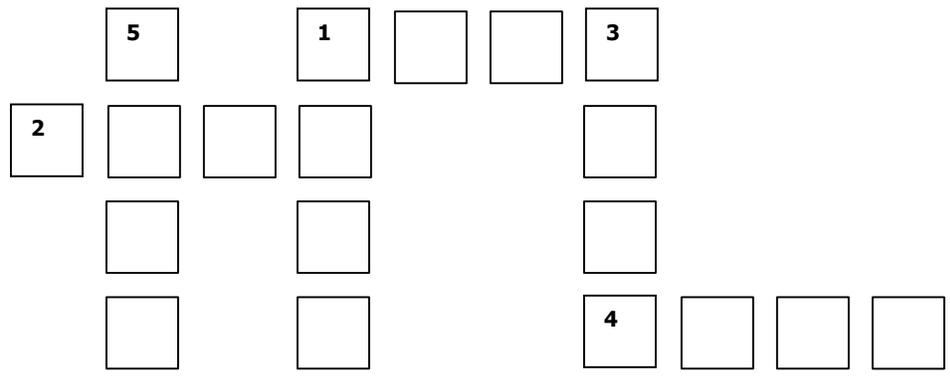
3 Down: 12 o'clock

4 Across: Clean and tidy

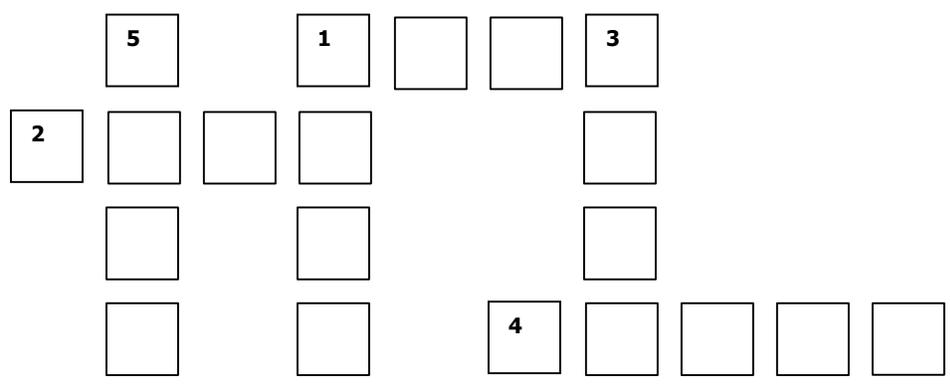
5 Down: You can row this

2 Across: a song sung alone

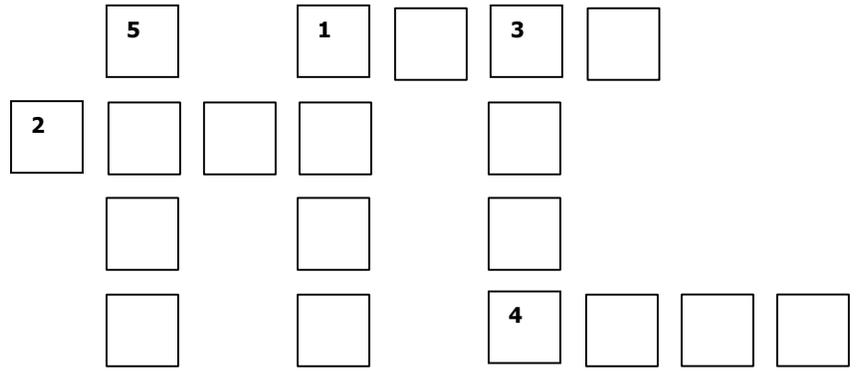
#1



#2



#3



#1

1 Down: What something is before it is found

1 Across: _____before you leap

3 Down: Scottish bagpipe players wear these instead of pants

4 Across: What your watch tells you

5 Down: Biggest instrument in a marching band

2 Across: Another word for car

#2

1 Down: You do this to move across water

1 Across: Rhymes with long

3 Down: To _____is better than to receive

4 Across: The opposite of war

5 Down: You do this with an axe

2 Across: _____and Tell

#3

1 Down: Opposite of less

1 Across: \$

3 Down: 12 o'clock

4 Across: Clean and tidy

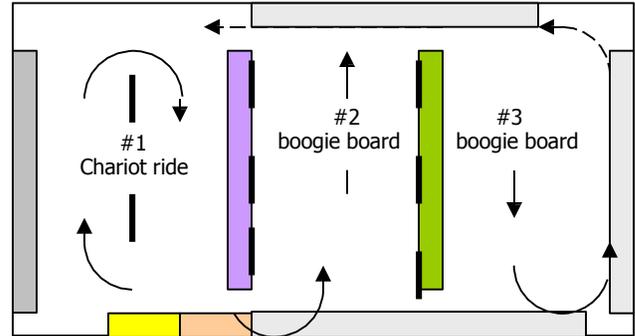
5 Down: You can row this

2 Across: a song sung alone

Comprehension

Materials needed: 6-12 mats, 36 scooters, 6-8 paragraph sheets, 9-10 Q & A sheets, 8 benches

Gym Set-up: Players are in teams on the mats bordering the chariot ride area. Parallel strips of mats divide the gym into three corridors for travel. On the far wall are 6 -8 paragraph sheets. Each team has four scooters, two ropes, a pencil, and a Q & A sheet.



Object of the Game: Teams try to correctly answer each of the questions on the Q & A sheet for each game.

Rules of play: Before taking his/her turn each player must read the next question on the Q & S sheet and then travel the course. Upon arriving at the final mat players must read the paragraph until their question is answered. The player then finishes the course and records the answer. When all questions have been answered a “captain” brings the sheet to the teacher for correction. If all are correct the team moves on to the second paragraph. If there is an incorrect answer it must be corrected.

The route is as follows: [1] chariot ride once around, [2] carry the scooter to the next mat, [3] boogie board down the middle to the end mat, [4] boogie board back, [5] run to the mat with the paragraph sheets, [6] run along the wall until home, [7] record the answer. Teams may send two chariots at the start. A third may go as soon as both horses return home. This way no more than one person should be home after the activity has been going for awhile.

Vincent van Gogh was a famous painter who was born in 1853 in Holland. He was first a missionary but at age 27 he became an artist. In the next 10 years he painted or drew 2000 pictures. In the 2 months before he died at age 37 he produced 90 paintings (more than one a day). He may be most famous because he intentionally cut off his left ear. He did this to prove his love for a girl.

- What year was van Gogh born? _____
- How old was he when he became an artist? _____
- What did van Gogh do before he became an artist? _____
- How many pictures did he produce? _____
- How old was he when he died? _____
- He did something strange. What was it? _____
- Why did he do this? _____

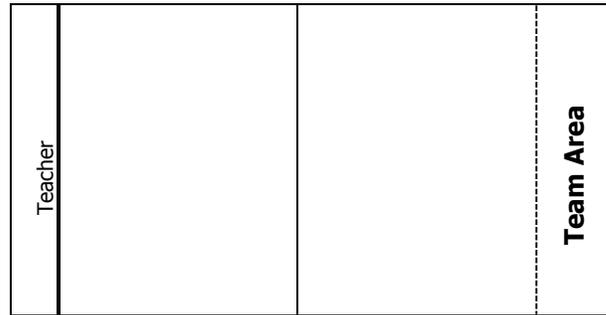
Rembrandt was a born in 1606 in the Netherlands. He is thought to be the greatest European painter ever. He produced over 3000 paintings and drawings. His family was wealthy and he was educated at a university. Rembrandt moved to Amsterdam and got married at age 28. It was here he became famous and wealthy. He had three children with his wife but only one lived to be an adult. He died at age 63.

- Where was Rembrandt born? _____
- How old was he when he died? _____
- How many paintings and drawings did he do? _____
- How many children did he and his wife have? _____
- How many died in childhood? _____

Word Scramble Bingo

Materials needed: 18 bingo sheets, 18 markers or pens, 18 boards,(or paper and pencil) & socks, 2-3 mats, 2-4 wands

Gym Set-up: Players are on one end of the gym with a teammate. Each team has one writing boards, a marker, a pencil or pen, and a sock. At the other end placed face down is each team's bingo sheet with the team's players' names on the back. Players are in the Team Area. In the Play Area halfway down are 2 mats.



Object of the Game: Each team attempts to score one or more Bingos by filling in the squares on the scoresheet with words that fit the description called for in that square. Teams that score at least one Bingo are experts.

Rules of play: All teams are given the same word (basketball) to write on the team whiteboard. From that word many smaller words can be made by rearranging the letters. When a word is discovered that player runs down and writes it in an appropriate place on the Bingo sheet remembering to turn their sheet face down when returning home. One player must be home at all times.

Game Two: Taggers are selected from the experts in Game One. Players who get tagged in either direction must do 5 jumping jacks before going immediately home.

Game One			
LLBBSAAEKTH = basketball			
All	bats	blast	basket
Lab	ball	shake	ballet
ask	blab	steal	
Bat	bask	shell	
Tab	belt	stall	
hat	bake	stake	
Sat	hall	skate	
Let	halt		
Set	sell		
	lake		
	sake		
	salt		
	seat		
	slab		
	stab		
	tale		
	tall		
	tell		
	take		
	task		
	bale		

Game Two		
EAMOIRCVW = microwave		
Row	crow	crave
Raw	wave	movie
Mow	cave	amore
Vow	ware	cream
rim	rave	crime
vim	roam	
Maw	rove	
aim	vice	
Arm	move	
Ear	wear	
Air	more	
Are	wore	
Car	mare	
War	care	
	craw	
	core	
	mace	
	warm	
	worm	
	cram	
	view	

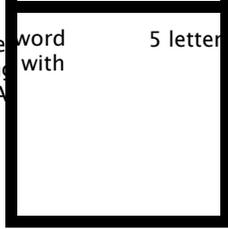
3 letter word

4 letter word with no "A"

3 letter word starting with "A"

word with

5 letter word



4 letter word

3 letter word ending in "T"

4 letter word ending in a vowel

4 letter word with 2 vowels

4 letter word starting with "B"

3 letter word with no "L" or "T"

5 letter word

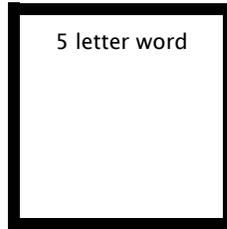
3 letter word

4 letter word with 2 of the same letter

3 letter word with no "A"

3 letter word ending in a "T"

5 letter word



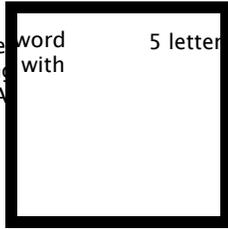
3 letter word

4 letter word with no "A"

3 letter word starting with "A"

word with

5 letter word



4 letter word

3 letter word ending in "T"

4 letter word ending in a vowel

4 letter word with 2 vowels

4 letter word starting with "B"

3 letter word with no "L" or "T"

5 letter word

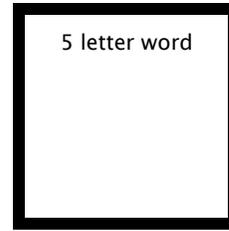
3 letter word



4 letter word
with 2 of the
same letter

3 letter word with
no "A"

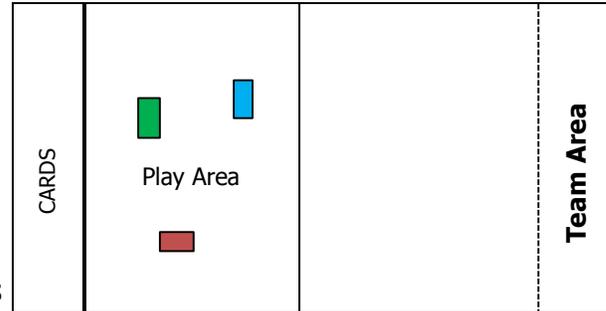
3 letter word
ending in a "T"



Concentration Bingo

Materials needed: 23 bingo sheets, 23 markers or pens, word cards, 2-3 mats, 2-4 wands

Gym Set-up: Players are in teams of two at one end of the gym. Each team has one scoresheet, a marker, a board, and a sock. At the other end placed face down are the word cards. In the *Play Area* are two or three mats.



Object of the Game: Each team attempts to score one or more Bingos by filling in the squares on the scoresheet with words that fit the description called for in that square. Teams that score at least one Bingo are "experts".

Rules of play: Team members take turns running to the far end and picking a card. They read the card and place it face down before returning home. Cards are color coded according to the length of the word inscribed on it. Players then must return home and using the same letters rewrite the word (perhaps in more ways than one) and find a place on the team's Bingo sheet to place that word. Words cannot be used twice. One player must always be home

Game Two: Taggers are selected from the experts in Game One. Players who get tagged in either direction must do 5 jumping jacks before going immediately home.

<p>List #1 WON NOT ACT SAW RAT TAN TAB TWO NAP</p>	<p>List #2 EAT WAR BUT TEN HUTS HAS ARE YAM DOG</p>	<p>List #3 HUTS ACRE TORT TEAM RARE SLAT TENT ABLE FLOG</p>	<p>List #4 WARD RATS BATS FLOG BEAK TARP POTS TIER LIPS</p>	<p>List #5 LIFE CHUM LUBE ODOR SING STEW SHOE TOGA PROD</p>
<p>List #1 Now Ton Cat Was Tar/art Ant Bat Tow pan</p>	<p>List #2 tea/ate raw tub net shut ash ear may God</p>	<p>List #3 Shut Care/Race Trot Meat/Tame Rear Salt Nets Bale Golf</p>	<p>List #4 Draw Star Stab Golf Bake Trap/Part Stop/Spot Rite/Tire Slip</p>	<p>List #5 Tile Much Blue Door Sign West Hose Goat Drop</p>
<p>Sire – rise Sue –use Life – file Sate – east Trail – trial Leak – lake</p>		<p>diet –tide - tied steak – skate - stake snap – pans - naps lead – deal - dale Mean – name - mane</p>		<p>evil – live – veil - live</p>

Pan – nap
Slip – lips
Prod - drop

List #1

Game 1
WON

Game 2
RISE

Game 2 Experts
DIET

Game 3 Experts
Game 3 double Experts

List #2

Game 1
ACT

Game 2
BLUE

Game 2 Experts
SNAP

Game 3 Experts
Game 3 double Experts

List #3

Game 1
TAN

Game 2
GOAT

Game 2 Experts
LEAD

Game 3 Experts
Game 3 double Experts

List #4

Game 1
ARE

Game 2
CHUM

Game 2 Experts
CARE

Game 3 Experts
Game 3 double Experts

List #5

Game 1
HAS

Game 2
STEW

Game 2 Experts
PART

Game 3 Experts
Game 3 double Experts

List #6

Game 1
YAM

Game 2
DOOR

Game 2 Experts
MEAN

Game 3 Experts
Game 3 double Experts

3 letter word ending in a vowel 4 letter word 3 letter verb 4 letter noun 3 letter word starting with a vowel

4 letter word 4 letter word that makes 2 other words 4 letter word ending in a vowel 3 letter word 5 letter word

4 letter noun 4 letter word 4 letter word that makes 3 other words 3 letter word 3 letter word ending in a vowel

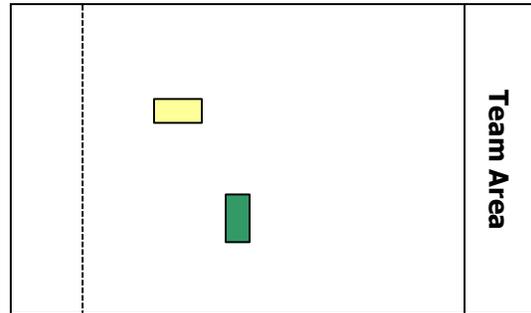
4 letter word that makes 2 other words 4 letter word 3 letter word ending in a vowel 3 letter word that makes 2 other words 4 letter noun

5 letter word 4 letter noun 4 letter noun 4 letter word 3 letter word starting with a vowel

Connect Four

Materials needed: 6-8 game sheets, 6-8 word sheets, 2 different color markers, 12-16 game words

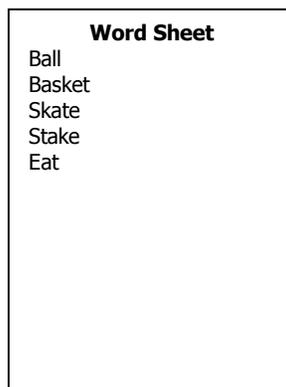
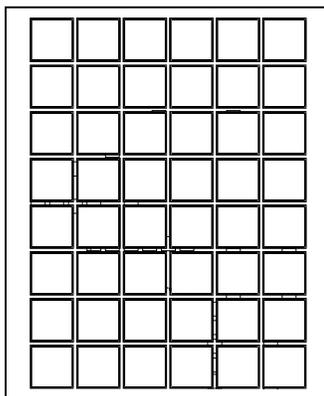
Gym Set-up: Players are in teams of two are seated in the Team Area. Each team has a set of game words. At the far end of the Play Area are posted enough game sheets for all teams. Two to three mats lay scattered in the Play Area.



Object of the Game: Teams are paired and will play *against* each other. Teams try to score points by filling in consecutive squares on the score sheet while blocking the other team from doing the same. If two squares in a row are marked the team receives 1 pt. Three in a row is rewarded with 2 points, four in a row is three points and so on. After 3 minutes the team with the most points is the expert team. Teams may fill in a square when their team has a word that has not been written on the board.

Rules of play: Each team is given a word for Game #1 (microwave). Players take turns finding a word consisting of letters contained in the larger word and running down to record them on the scoresheet with their team's colored marker. If the word is not already there the player may put an X in any box and return home. Meanwhile the partner is trying to find a word that s/he can record and claim a box. *Any player who finds a 5 letter word may claim two squares.*

Game Two: A new word is given and a new scoresheet is used. The expert team may only write 4 letter (or longer) words.



Word Sheet

Game One

Game Two

Game Three

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

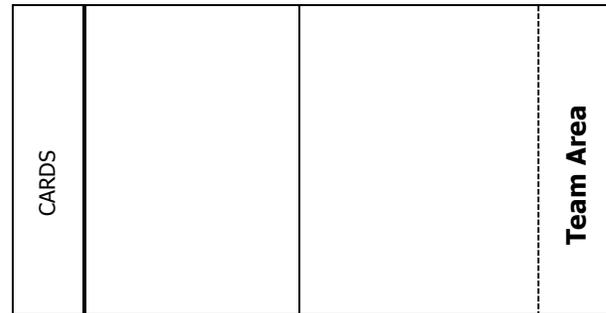
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

Word Find Scavenger Hunt

Materials needed: 23 whiteboards, 23 markers & pencils, 23 socks or erasers, 2-3 mats, 2-4 wands, 100-200 cards or flags, lots of scratch paper

Gym Set-up: Players are on one end of the gym with a teammate. Each team has one board, a marker, a piece of paper, and a sock or eraser. One board is with the team at one end of the gym. At the other end of the play area each leaves its paper face down with its name on the back. Flags or cards are located here as well. In the Play Area are two or three mats that serve as safeties..



Object of the Game: Each team attempts to make "expert" by collecting flags or cards. A card may be taken when the team has written its *fourth* word on the team's score sheet.

Rules of play: The teacher announces and spells a word for each team to write on its whiteboard. Team members then take turns running to the far end and writing a word of any length using the letters in the game word. Words may not be used twice and must be spelled correctly. When a team has its fourth word it may begin taking flags (or cards). A new card may be taken with each successive word written correctly. Always place the sheet face down when returning home. Two minutes is given for each word. Penalty for an incorrect word: loss of all flags.

Game Two: Experts from the previous game now may take a flag after the fifth word. Non experts may take a flag after the 4th word.

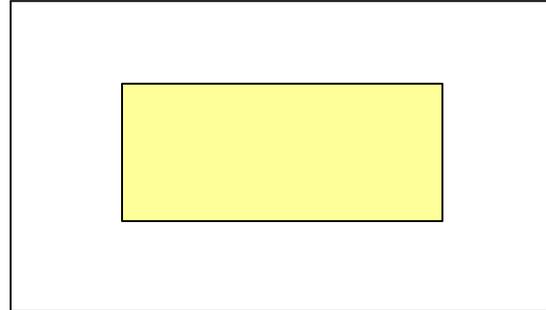
Game Three: Taggers are selected from the experts in Game One. Players may only be tagged on the way down. Free Backs on the way home. Players who get tagged have 5 jumping jacks and must return home.

Game Four: Taggers now may tag any player returning home. If the player has a flag or card it is dropped on the floor and any player may pick it up.

NASCAR (Decoding)

Materials needed: 23 boards, (or paper and pencil) markers, and socks, 30-40 poly spots, 23 bean bags or place markers

Gym Set-up: Players are in teams of two are seated in the Team Area in the "infield" which is enclosed by an oval of 30 – 40 poly spots. Each team has a marker, board and sock.



Object of the Game: Teams try to move their "car" (bean bag) around the track spot by spot by using the letters on the game word to spell new words.

Rules of play: Each team is given the word which is written on the team whiteboard. As soon as a new word is written that player enters the "track" with the team's "car" and places it on the first dot (starting line). And then runs around the outside of the oval. Meanwhile the other partner writes a new word on the whiteboard and when Partner A returns moves out onto the track to advance the team's car to the next spot. (Two letter word=one square, 3 letter word = 2 squares, 4 letter word = 3 squares, 5 letter word =4 squares, etc) then continues around the track back home. The second player may not begin until the first is home (leaving early = 5 square penalty).

After a "pit stop" a new word is given and the race continues.

Game Two: Experts from Game One play the same way. Non experts get extra spots for longer words.

Brain
in an ran ban bran rain
nab air rib bra bar bin barn

Basket
at tab bat ask eat ate tea
task bask beat east teak
bake take beast

Teach
at eat ate tea ace hat cat the
heat hate chat ache each etch
cheat

Learn
an ear ran ale lean near real

Fitness
in it fit fin sin ten net tin
sit set sent fist nest stein snit

Dance
an can dean ace cad den

Reading
in an ran aid din den ear are
ire age red rid rag gain
dear read rain dine near
dire raid ding dare gear
rage aide

Monkey
me my on no one key men yon
yen yoke monk money

