

Games Every Student Will Love!!

Corner Pocket with Vocabulary and/or Math facts

Equipment needed:

Color coded dodge balls/super 70 balls/super 90 balls

Matching pool noodle 18 inches long and hula hoop

Matching color numbered cones is helpful

Word list or math sentence list (laminated is better)

Hundreds of letter/# cards or tiles with letters on them (mine are foam)

40-70 hula hoops assorted colors (Flat hoops work better)

Set up: Each team has a game hoop with 1 noodle piece and dodge ball (3 inch or 6 inch). Word lists are different for each team with 5 words on each list. 1 list per team is placed in their game hoop. I also use the same color numbered cones to designate each teams area. All equipment is the same color. Spread out the larger hula hoops inside your game perimeter. Inside each hoop place random letter tiles or (Letter cards would work). About 10 in each.

One side of tile has letter and other side has #. If you are using math sheets just tell them to flip the letter over to see the number.

6 teams of 4-5 students per team. One of each color. More teams if needed. If using 2 teams of the same color I would number their dodge balls with their teams number so they do not get them confused.

One 6 inch dodgeball for 1st grade and below. Super 90 ball 3 inch or smaller for 2nd grade and up.

Use the boundary lines of the gym for shooting line. All students must stay behind side lines to shoot ball into a hoop in the middle of gym.

Hula hoops are spread out all over gym floor. Use half the gym if only

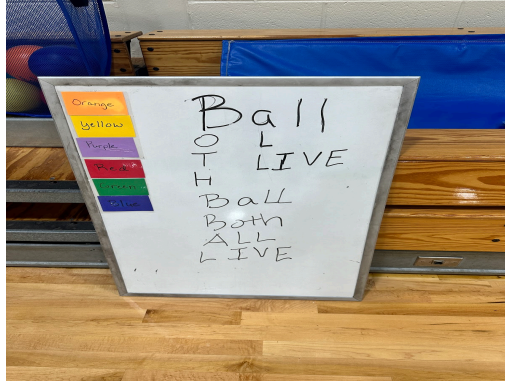
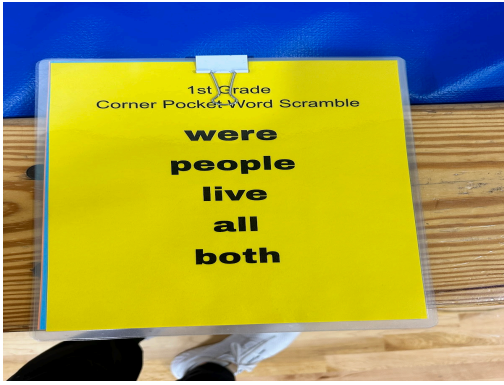
6 teams are participating. Have team hoops and cones around the perimeter of the game.

Rules of the game:

Each student gets one turn. Students may only shoot the ball one time behind the boundary line. They must let the ball come to a complete stop before picking up the ball. Ball must be inside the hoop not on the hoop. Students may not hit the ball with the noodle again once it is moving and no kicking the ball. ONLY ONE letter may be chosen out of the hoop if ball stays in the hoop. ONLY the person who shot the ball should be inside the hoop area to retrieve their ball and chose a letter.

Students use the pool noodle to shoot the ball into the hoops just like shoot a pool ball with a pool stick. If the ball stays in the hoop then they may pick a letter from the hoop. Students may not pass the boundary lines to shoot the ball. Only 1 shot per student. Whether or not the student makes the shot their turn is over. As the students work to win letters, they are using their word card to determine what letters are chosen and trying to make as many words as possible before time is up. The team that makes all the words or the most words before class is over wins.

Word List





Star Wars

Dodge ball style game

1 Hula hoop for each team (different colors I use yellow and green)
1 half pool noodle (jumbo noodles work better) same color as the hula hoop. (This is the light saber that unfreezes their teammates that are frozen by the other team) the jedi can use the light saber to deflect balls.

At least 1 dodgeball for each player on each team. 40+ dodgeballs assorted colors.

Large gym mats (any color) to stand up as barriers (2 on each side)
Players may hide behind the mats as well as Jedi's to protect from getting hit with dodgeballs. Students are not allowed to move or push down mats.

Star Wars is class vs. Class game.

Players are frozen and take a knee if they are hit with a ball, someone from the other team catches their ball, or they cross the center line.

The only way to become unfrozen is if the Jedi tags you with the light saber. After they are tagged, students may stand up and continue to play.

No one is ever out of the game. Frozen players cannot throw a ball or crawl to the jedi.

Objective: Players are trying to throw the ball at the other teams Jedi. The only way to win the game is to hit the Jedi.

Students try to hit the other teams jedi. If the Jedi is hit the game is over and the next Jedi starts the next game. I use a white board to mark off the jedi's as we play each round.

NOTE: You may not get to all Jedi's by the end of class or you may have to repeat Jedi's. Depending on how many volunteer to participate as a Jedi. If Jedi's are really good and are not getting hit you can call a game early so other students can have a turn being the Jedi.

Each class will stay on their side of the gym. Separated by the center line, the students are asked who would like to be a jedi and those students are

given Jedi #'s. I have the students stand up where they are and assign #'s. As the student receives a number they are seated. It is their job to remember their number. If we call a number and the student does not respond we move on to the next number.

Jedi's are not allowed to catch or throw a ball. The game starts with Jedi #1 standing in their team's hoop. Each regular player will get 1 dodgeball to throw. The Jedi's will stand inside the hoop with their noodle as their light saber. The hula hoop is their force field that protects them. They are safe from being hit with a ball if they are inside their hoop. The game begins when the music starts. Each student that is hit by a ball must take a knee or sit down where they are this lets the Jedi know they need to be unfrozen. Students wait for their Jedi to come tap them with the noodle. Once the Jedi taps them then they are unfrozen and may continue to play the game. Each time they are hit with the ball they are frozen and must wait for the Jedi to unfreeze them. If the Jedi is hit outside their hula hoop they are out and take a knee to let the teacher know they are out and the game is over. The teacher will stop the music and call out the next Jedi #. A new game is started with the next Jedi and all students with 1 dodgeball each on their side of the gym. Remember the Jedi is safe if he or she is inside the hoop. Play as many games as time allows. Each game starts and stops with music, new Jedi, each student with 1 dodgeball on their side of the gym. A student does not have to be a Jedi. It is voluntary so not all students will have Jedi #'s.





Star Wars Yellow JEDI in their force field.

RC Tag

This game is a lot of fun for the students and the teachers. You do need a larger remote control car to play. It works well with a 1:12 ratio truck. I use the Mega Grave digger Monster truck with a pool noodle attached to the top. Scooters are recommended so students are not running around and in danger of collisions or stepping on the Truck. It also makes them slower and work harder trying to push themselves around on the scooters working their hamstrings and glutes.

Mega Monster truck Grave digger with pool noodle attached (this one is rechargeable by charging cord)



Each student has a scooter and rolls around the gym trying to avoid the RC noodle. If the student is tagged they will take their scooter to the outer part of the gym and perform one exercise from the exercise list. After exercising, they may return to the game. No one is ever out. Students are not allowed to get off their scooter except to walk with their scooter to the exercise area. I usually play this for 20 minutes. It is important to charge it while you are not using it between classes or during lunch/Planning time.

If students kick or are destructive to the RC then they will be put out of the game. See pictures below.

