

Share the Wealth Activity List 2023
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Opening Session –

Line/Card Concentration
Frogs and Flies

FUNN (Functional Understanding Not Necessary) Session –

These People
Day 100
Relay Tag/World View
Me Too
23 Skidoo
Climer Cards/Grouping – Pinky Promise, Card Story, Proudest Teaching Moment, Handshakes
Paper Fold and Tear (hearing/perceiving/outcomes)

Students Chosen Best Games –

Walk and Talk/Share Out (proudest moment of your career)
Mr. Bear
Grump on the Island
Noodle Hockey
Extinction Tag

Closing Session –

Chopstick Ninja

Card Concentration Race – Each team of 3 is given a set of 13 cards (2 through Ace of the same suit). Each team places the cards face down in a straight row, randomly. Once the cards are set, teams switch places so that they do not solve their own line-up.

The first person runs out and flips over one card. If it is the 2, it stays face up. If it is a different card, it gets flipped back to face down, but the group tries to remember where/what that card is. The object of the game is to turn over all the cards **in order** by trial/error and memory!

Frogs and Flies - Frogs sit on the ground with their eyes closed (or blindfolded) with an object on the floor in front of them. Use a beanbag, small cone, tennis ball, etc. as the “bait”. Flies sneak in and try to take the objects/bait from the frogs without being frozen (or zapped back to wherever they started). Frogs listen for the flies and if they hear one (or think they hear one) they point with one hand only using a zap noise. If the fly is directly pointed at/zapped, they are

immediately frozen (or they can be sent back to where they started (outside the large boundary area). If the frog is off target, the fly keeps moving.

Day 100 Challenges - As a class...see how many they can complete, their choice

1. Make 100 baskets
2. 100 people through the turnstile
3. Groups of 3 do 100 push-ups
4. All class 100 Jumping Jacks in unison
5. All class 100 second wall sit
6. All class 100 people through a hula hoop
7. 100 laps running/walking around the gym
8. Everyone must do 100 high 5's, using 10 different people each
9. 100 jump rope jumps for each student
10. 100 collapse (floor) push-ups (release push-ups) in a large class circle...one at a time. Everyone holds an "up plank" until it gets to them.
11. 100 jumping jacks in one minute
12. 100 controlled laps of the pacer test...timed, no speed-up
13. 100 Jumping jacks by 5...in a circle, the first 5 people start. The first person does 1, second 2, third 3, etc. All 5 begin at the same time. When the last person is done the next 5 in the circle begin on 6, 7, 8, 9 and 10. Continue around until 100 is reached.
14. 100 popcorn jumps to "Popcorn" by Hot Butter
15. 100 scarf juggles...depends on skill level
16. 100,000 steps...running, games, walking
17. 100 buckets/cups stacked up in any way in 100 seconds
18. 100 buckets/cups stacked up off the floor (those touching the floor don't count)
19. 100 letters touched in order through the alphabet...one student at a time. When you get to Z...start over (Keypunch style)
20. 100 numbers touched in order keypunch style (100 numbered plates)
21. 100 low 5's per person...no consecutive partners (can't do 2 or more in a row with the same person)
22. 100 successful throws/catches with your partner...with a tennis ball, frisbee, crumpled paper, football, basketball, beanbag, etc.
23. 100 ski jumps, or stride jumps, or star jumps, etc.
24. 100 second plank hold
25. 3 person relays...100 10-yard running laps, 100 10-yard dribbling laps, etc.
26. 100 flip-flops (push-up to crab position switch) each student or with a partner

27. 5 people do 100 Burpees
28. How far can you get in 100 steps?
29. Squat wave...100 class reps for time

Relay Tag – Groups of 3 line up single file around the outside of the playing area/circle. The first person in each line enters the playing area. After a slow 5 count the next person in the line (#2) enters the game and attempts to tag person number 1. Once the tag is made, person number one goes back to their line (outside the playing area) and high 5's person #3 who enters the game area and chases/tags person # 2. So...2 always chases #1, 3 always chases #2, and 1 always chases #3.

World View Tag – Using any tag game (partner/relay tag work the best), have all participants play with limited sight...done in the following order –

- a. Blinders – Hands on the sides of the eyes, like horse blinders (elbows down)
- b. Binoculars – Hands surround the eyes like looking through binoculars (elbows down)
- c. Cyclops (or Pirate) – Cover one eye (elbows down)
- d. Monocular – Cover one eye, surround the other eye with the free hand (elbows down)

Grump on the Island – The entire class begins at one end of the basketball court with one person (the grump) in the middle (large rope) circle. The class must make it across the “ocean” to solid land on the other side of the gym...however their “boats” only have enough gas to make it halfway. On the way across everyone must stop for fuel and touch any part of the island with their foot. There is a lonely grump on the island who wants company, so...if the grump tags you, you must join him/her on the island to help tag others. All grumps must have at least one foot on the island at all times. Grumps may chain out into the “ocean” to capture people, however if the chain breaks...everyone who is not connected to the island in some way must go to the medical center on the sideline and miss the next run through (one turn only). To add to the fun, we would add rescue boats (folded mats on scooters) with Coast Guard Crew's ready to pick up any Grumps who fall off the island...load them up and push them back to the medical center.

Extinction/Elimination/Team Tag - Played with 4 to 6 teams, each team with 5 to 6 players, and each team with a color designation (use pinnies, noodle taggers, foam-colored batons, etc.). The basic game is simple...within the large, designated area, each person is allowed to tag (and freeze) anyone who is on a different colored team. If 2 people tag each other at the same time...both are frozen. If a player steps out of bounds, that player is frozen. Once frozen a player may re-enter the game when someone on their own team tags them (un-freezes them).

To make it easier to see, have people who are frozen take one knee and either...a. raise their hand if playing with pinnies, or b. raise their tagging noodle/baton. When a player from your team slaps your palm, or connects with your tagging noodle/baton, you immediately re-enter the game. The strategy is to eliminate other teams and keep your team in the game. When a team is eliminated, they must run one lap around the perimeter of the game, then meet with their team for a strategy session. Once their new strategy is explained to the teacher, that team may re-enter the game. This becomes a game that is all about strategy...remind the students after a round or two that this is NOT a tag game, rather a tactical game! The object of this game is to out-think and out-play the other teams...to WIN!

“Me Too” Circle - Anyone in the circle may begin by sharing a personal fact about themselves (ex., “I like cheese”). Someone from the circle (emphasis on **one**) may run over and “connect” with that person while saying, “I like cheese too”, or “I too like cheese”, or, simply, “Me too”! The new person continues (rapid fire) with a new statement (ex., “I drive a truck”). Someone different/new responds, “I drive a truck also”, and connects/continues with their own new statement. This continues until everyone has had the chance to respond. The new connection circle should now be re-formed, and everyone is now included in the “Me Too” circle.

Variation #1 - When the first statement is made, **everyone** who can answer, “Me Too”, joins/connects on either side of that first person. Now the 2 people at either end of the new circle/line both share a personal fact, and the remainder of the participants can respond, “Me Too”, and join the “party” on either side. Again, this continues until everyone is included.

Variation #2 (Random “Me Too”) - Random statements can be shared by anyone, at any time, from anywhere that they are located. Anyone/everyone can connect with any group where they can answer, “Me Too”. This causes mass chaos, pandemonium and lots of movement and laughs.

Chopstick/Pencil Ninja – This activity can be done as an individual, or with a partner, or in a small group. The set-up begins with one chopstick/pencil balancing on the back of the hand, with the palm facing down. The action is...one quick move...lower the hand and bring it over the top to grab the pencil (palm still facing down) without dropping (some people call this the claw catch). If the participant is successful, add another pencil/chopstick. How many can each person get before dropping one?

Try it with the opposite hand.

Try it with both hands at the same time (you need a partner to help with the set-up).

Partner Relay – The first partner will run out to the designated spot and try one chopstick. If successful they return to their partner. This person runs out and tries 2. If successful they continue each lap adding one more chopstick. If any sticks are dropped, the partners must keep working back and forth until that number is caught. You may not move to the next number without successful completion of the number you are working on (example- if we are working on 16, we can't try 17 until one of us catches 16 with no drops) How many can a pair catch in two minutes?

Climer Cards – These are great for fun mix and match groupings, by numbers, or colors, or shapes. The pictures are good for creating group stories, or to check-in with people/metaphors. The creator of these cards has a website with other ideas! Dr. Amy Climer

Noodle Hockey- Never mind what I said before...this is THE Haines School favorite! In a gym with a single basketball court, we play with 7 – 8 players on each team, plus one goalie. Goals are set up using 2 cones on the end-lines the width of the lane. Each team has a set of 7-8 pool noodles that are the same color, but different than the opponents, and a different color for the goalie. The noodle is held with 2 hands at either end, bending it into a U shape...that is the hockey stick...and we use 3 Gator skin balls in the game. When the game begins, scoring on the goal is from the front or the back, and the ball must roll or bounce through to be counted (below cone level). The rest of the rules-

- a. No playing the ball with the feet.
- b. No checking, no tripping, etc.
- c. No sliding or going down on the knees to play the ball.
- d. The ball may be played off the wall, but players may not contact the wall.
- e. A score is only counted when the player comes and high 5's the teacher.
- f. Subbing is done "on the fly", meaning that when you get tired you come out and give the stick to the first person in line on your team, and then go to the end of that line.
- g. All penalties for infractions are 30 seconds out of the game (with your stick...your team plays short). Repeat infractions carry a longer time in the penalty box!

23 Skidoo – Set up three zones in a "target style" ...an inside circle, a circle around that, and the outside zone. 3 to 5 taggers enter the in between zone. About a third of the group goes to the middle, and the remainder stay on the outside. The object of the game is to free the inside people without being tagged. To get out of the middle you must receive 23 handshakes (total) from anyone on the outside. However, to do this you must enter the in between zone where the taggers are. If tagged in this zone the two "handshakers" are both now in the middle. So...it is the taggers trying to put everyone into the middle, and the rest of the group trying to free everyone to the outside zone.

Paper Fold and Tear – Everyone needs to have a piece of copy paper and should be asked to listen, and carefully/exactly follow the directions as follows... (DO NOT CLARIFY, DEMONSTRATE, OR ANSWER ANY QUESTIONS ABOUT HOW TO DO THE ACTIVITY OTHER THAN REPEATING THE DIRECTIONS. EXAMPLE, DO NOT TELL THEM WHICH WAY TO FOLD THE PAPER).

- a. Fold the paper in half and then tear off the top right corner
- b. Fold the paper in half (again) and tear off the bottom left corner
- c. Fold the paper in half (again...this is the 3rd time) and tear off the bottom right corner
- d. Fold the paper in half (again) and tear off the top left corner

When the papers are unfolded, the group will be surprised to find that every paper will look different! The same directions were given to everyone at the same time, yet the outcomes were all different and unique. Is this because the directions weren't clear, or was it the way the directions were heard and perceived?

Mr./Mrs. Bear – Line the group up at one end of the playing area, and place one (or 2) "bears" in the middle...sleeping (in hibernation). The groups job is to slowly creep up on "Mr. Bear" and wake him/her up by calling out "Oh Mr. Bear" with every advancing step. Whenever Mr. Bear wants to wake up, he/she chases everyone back to their line, trying to tag any runners before they return to their "home". Anyone who is tagged joins the bear(s) in the cave/den in the middle of the floor, and the bear population continues to grow! Ask the runners to see how close they can get to the bears without being tagged. Can they cross the bear line and make it to the other side?

These People Prompts (FUNN and SEL)

Using a space with a long line to separate groups, the leader should point to one of the sides of the rope and say, "These people "like broccoli". Whoever likes broccoli moves to that side of the rope. Whoever does not like broccoli moves to the other side of the dividing line. This also works well with a large circle as the dividing boundary. So, try these, or let the group make some up...

THESE PEOPLE...

Like broccoli

Speak a second language

Eat breakfast most days

Work hard

Do their homework regularly

Like dessert

Eat fruit regularly

Play an instrument

Read for enjoyment

Read and remember

Are good spellers

Sing in the shower

Eat junk food

Don't mind cold weather

Like fish

Like yard work

Like rap

Can laugh at themselves

Laugh at others

Don't mind public speaking

Like snakes

Like cheese

Are good at technology
Draw well
Play a sport
Play video games
Like pizza
Have grit
Own a pet/pets
Like swimming
Love the summer
Love their family
Have been bullied
Like to be hugged
Like to work out
Sleep well
Like sauerkraut
Have lived in 3 or more states/countries
Snack before dinner

Like the outdoors
Relax easily
Like to nap
Run for fun
Are critical of themselves
Are critical of others
Are usually late
Are confident
Are risk takers
Drink enough water during the day
Do their own laundry
Make their bed in the morning
Dance
Enjoy life
Like roller coasters
Like fishing
Like campfires