**Share the Wealth**

**Recap of Presentation by Eric Block**

**Teaches preschool and elementary physical education**

**at Durham Academy in Durham, North Carolina**

**eric.block@da.org**

**I See**

I call “I see” and the students call back “what do you see” and I give them a locomotor command - like skip, run, crawl, hop etc.,

**Everyone is it with googles**

Everyone is chasing everyone. You tag someone - they sit down and as soon as they sit down, they make imaginary googles with their hands and watch the person that just tagged them. When that person gets tagged, they get to hop up back up and play again.

**Too Shay Turtle**

Taggers have blue noodles.

Un-freezers have yellow noodles.

Blue noodles can’t tag yellow and vise versa.

Tag someone then they freeze and wave one hand.

To avoid being tagged every time a freezer gets close to you – you quickly become a turtle on your back until the coast is clear. Turtles lie on their backs and shake hands and feet.

**Robot**

Two robots one controller.

Controller runs and chases the two robots.

Robots only move forward and must stop at any obstacle and march in place.

Decide on distress signal so when robot meets another robot or a wall, the robots can call out their distress signals and the controller can help them. Controller turns them when they get in trouble - so they can continue to keep marching robot-like.

Controller oversees the robot’s safety. Switch jobs!

**Extinction (Ideally use 1/3 size of a pool noodle) Divide teams up by color**

3 or 4 teams of players with different pool color noodles to designate teams.

When you tag someone with a noodle from the other team they sit down or kneel and wave their noodle. People only on their own team can save them with a tap of the noodles. Only save your color. Once a whole team is out – “extinct” - that whole team runs two laps or do some exercises like burpees and then gets back in the game. When they are extinct other teams yell, “you are extinct.”

**Crabs in the canal and dogs in the doghouse (cones)**

Create a box of cones for boundaries.

3-4 people in the crab position crawling with belly up. Everyone else is running to avoid the crabs that try and tag them with one hand. Once you are down to 3-4 people still standing and the rest are crabs - then the 3-4 that are still standing are declared the winners and game starts over. Winners are the new crabs. Can make the box bigger and turn the crabs into crawling dogs

**Fuzzy ball tag – (use a ton of yard balls, the more the merrier)**

Throw yarn balls at each other and if you get hit sit down. If sitting and hit a standing player, then you are back in the game and they sit down. Anytime you catch a ball it is a good thing. Never penalized when you catch a ball. Throw at body not head. Standing players can roll balls to other players on the ground and players on the ground can roll to other players on the ground. If Players are stuck on the ground too long, teacher yells, “everybody up” and the game starts again. **Special Assist Rule** – if one player sitting on the ground rolls a yarn ball to another player on the ground and that player hits a standing player then both players get back in the game!

**Follow the leader**

3-4 players in a row play moving follow the leader using a variety of locomotor movements. Every whistle the front person goes to the back and there is a new leader. Two whistles mean whole line does an about face.