

BENJAMIN PIRILLO

2015 TAHPERD ELEMENTARY TEACHER OF THE YEAR

2016 SOUTHERN DISTRICT ELEMENTARY TEACHER OF THE YEAR

HULA HOOP CRAZE

TRAVELING HOOP TAG

Grade Level: K-5th

Equipment: Hula Hoops, Gator Skin Balls, Cones

Organization: Setup the hula hoops close together in the center of the gym and place the cones around the perimeter of the gym. Pick 2 students to be the taggers and give them the gator skin ball to use for tagging. Select 15-20 students to start in the middle inside the hula hoops. Other students will be on the perimeter of the gym.

Activity Description: Students in the middle will be jumping or leaping from hoop to hoop to avoid being tagged. The students who are not in the middle of the gym will be walking or jogging around the cones. When the students in the middle get tagged, they will leave the hula hoop area and find a student who is walking or jogging to switch places with them. After a few minutes has gone by, switch the taggers.

HULA HOOP TAG

Grade Level: K-5th

Equipment: Hula Hoops

Organization: Give each student a hula hoop. Students will need to stand inside of their hula hoop. Choose a color hula hoop to start the game as the first taggers. Whichever students has that color hoop will all be taggers.

Activity Description: Students will start kicking their hula hoop to avoid being tagged by the taggers. The students will stay inside their hula hoop when kicking (looks like they are shuffling their feet). When a taggers hula hoop touches another student's hula hoop, they are out. Students who are out will pick up their hula hoop and spin it around their waist 15 times before being able to start playing again.

SEE YA LATER

Grade Level: K-2nd

Equipment: Hula Hoops, Beanbags, Cones

Organization: Place the cones down the center of the gym to create two sides. Scatter an even amount of hula hoops on each side of the gym. Divide the class into two teams. Give one beanbag to each student.

Activity Description: Students will stand on the perimeter and throw the beanbag to land inside a hula hoop on their side of the gym. When the beanbag lands in the hula hoop, they will take the hula hoop and add it to the opposite side's collection. The students will return to their sideline and start throwing again. When the students' beanbag does not land in the hula hoop, they will get their beanbag, return to the sideline and throw again.

LANDING PAD

Grade Level: 2nd-6th

Equipment: Hula Hoops, Poly Spots, Beangags, Stopwatch

Organization: Scatter the poly spots around the gym. Place the hula hoops in a stack on the perimeter. Give one beanbag to each student.

Activity Description: Start a timer. Students will stand on the perimeter and throw the beanbag to land it on a poly spot. When they get the beanbag on the poly spot, they will get a hula hoop and place it over the poly spot. If a hula hoop is over a poly spot the students should not aim for it. Activity is over when all the poly spots have been covered by a hula hoop. Take away the hula hoops and play again to beat the time.

Modification: When a poly spot is covered by a hula hoop and a beanbag lands in the hoop, the students have to remove the hula hoop causing the poly spot to be open again.

HOOP FLIP CHALLENGE

Grade Level: K-5th

Equipment: Hula Hoops, Beanbags, Cones

Organization: Place the hula hoops down the center of the gym. Place a cone about 8 feet from both sides of the hula hoop. Students will need a partner, a beanbag and assigned a hula hoop while standing on opposite sidelines of their partner.

Activity Description: Students will throw the beanbag into their assigned hula hoop. When students get their beanbag to stay inside the hula hoop, they will get to flip it over moving it closer to their sideline of the gym. After each throw the students will jog out for their beanbag and jog back to the sideline to throw again. The students who get the hula hoop around their cone wins the round. The hula hoop will be placed in the middle and the students will start playing again.

Modification: Students can have a partner so it would be 2 vs 2.

RING AROUND THE CRITTERS

Grade Level: K-5th

Equipment: Hula Hoops, Rubber Critters or Beanie Babies

Organization: Scatter the rubber critters around the gym. Students will need to have a hula hoop and partner. Students will stand on the perimeter of the gym.

Activity Description: Students will take turns tossing the hula hoop to get it to land around one of the critters. When the hula hoop stays wrapped around the critter, the students get to take the critter and hula hoop back to their partners. If the students do not get the hula hoop to stay around the critter, they will just get their hula hoop and take it back to their partners. Activity is over when all the critters are collected.

HOOP TIMER

Grade Level: 2nd-5th

Equipment: Hula Hoops, List of Exercises

Organization: Give each student a hula hoop and a list of exercises.

Activity Description: Students will choose one exercise off the list. When ready they will spin the hula hoop and start performing the exercise. Once the hula hoop stops spinning, they are done. They pick a new exercise and repeat the process.

Modifications: Students can partner up. One spins while the other performs the exercise.

Resource: Justin Cahill Twitter Handle: justybubPE

TIMES RUNNING

Grade Level: K-12th

Equipment: Hula Hoops, Critters, Beanbags, Beanie Babies, Foam Coated Balls, etc.

Organization: Scatter the equipment on one side of the gym. Give the students a hula hoop.

Activity Description: Students will spin the hula hoop. After spinning the hula hoop, they will run to the opposite side of the gym to grab one item, and return back to before the hula hoop stops spinning. If they get back in time they keep the item. If they don't get back in time, they must return the item back.

Modifications: Students can partner up.

MOVING GOALS

Grade Level: K-12th

Equipment: Hula Hoops, Foam Coated Balls

Organization: Divide the class so there are 3 students for every group. Give each group a hula hoop and foam coated ball. Students will number off 1,2,3 in their group. Number 2 and 3 will start the activity holding onto the hula hoop. Students that are number 1 will start with the ball.

Activity Description: The student with the ball are running around trying to get the ball through another teams' hula hoop. These students will remain the scorer until their one minute time has expired. The students cannot throw the ball from across the gym to try and score. Teams who are holding onto the hula hoop may move anywhere in the gym while the activity is being played. They are allowed to move the hula hoop up, down, left or right. When students are holding the hula hoop they are not allowed to twist the hoop or block any throw with the hands. After one minute is up, the students will change roles. Number 2 will become the scorer while 1 and 3 hold the hula hoop and move around. Repeat the rotation for student number 3. Continue rotating the students every minute.

HOOP BALL

Grade Level: K-12th

Equipment: Hula Hoops, Foam Coated Balls

Organization: Divide the class so the students are 3 in a group. Give each group a foam coated ball and hula hoop. The students will need to number off 1,2,3 in their group. All three students will be holding onto the hula hoop. Student number 1 will be holding onto the ball.

Activity Description: Students will be moving together around the gym to try and get their ball through the hula hoops of the other teams. All students must be holding onto the hula hoop when trying to score. The scorer cannot throw the ball across the gym but be closer to the other's hula hoop. After trying the score the scorer may let go of the hula hoop to retrieve the ball but must rejoin their teammates before throwing the ball to another hoop. Students may only move the hula hoop up, down, left or right. The students cannot twist the hula hoop or block a ball with their hands. After a minute has expired, student number 2 will now become the scorer for one minute. Repeat this again to allow for student number 3 to become the scorer before returning to student number 1. Repeat rotating the students every minute.

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