

Game descriptions and maps for Field Day - 2014

Field Day Game Descriptions 2014 Grades K-2

***Students should be grouped in 3 groups Red, White and Blue.**

1. **Target Practice** Line teams up in front to 3 buckets of water. On the GO command, the first person picks up the water squirter, fills it with water and aims for the target. Keep the lines going until the parent signals the kids to stop
2. **Rubber Duck Toss** Line each of the 3 teams up single file in front of a bucket of rubber ducks. On the GO command the first team member will pick up a rubber duck and try to toss it into the large bin of water. After they toss the duck, run to the back of the line and wait for their next turn.
3. **Chalk: Time to create!**
K- Letters/Numbers
1 - Things that are underwater
2 - Things that fly
4. **Musical Chairs (1 less chair than each student in the class)**
When the music starts, students walk around the chairs in the music room. When the music stops they must sit in a chair. The student without a chair would be "out". One chair is taken out after each round. There should always be one less chair than number of students. The last student in a chair wins this challenge!!!
5. **Obstacle** This is a simple, clever, fun-filled race. Usually just two teams race against each other, mostly due to equipment availability. Leaders here should use their imaginations in setting up the course. They will manage their way through a highly thought out, challenging, basic training type course. Kidding! Just some soccer balls, jump ropes, hurdles, mats, tunnels, hula hoops, and some cones are provided. Any other equipment that the leaders would like to include can usually be located with some notice. Hurdles can be to go over or under. Hula hoops can be swiveled or hopped through! Imagination is the key here!
6. **Shark Surprise** 2 students are designated as sharks and start under the parachute. 2 students are designated as lifeguards and stand around the outside of the parachute. All other players lie on their backs, holding the parachute with their feet under the parachute. The sharks then try to pull students under the parachute by their feet...lifeguards try to save those being pulled under by pulling them back out from under the parachute with their arms. If a student gets pulled under the parachute, they also become a shark.
7. **Face Paint/Tattoos**
8. **Water/rest/playground** Enjoy!
9. **The Chicken Rotisserie** Line the 3 groups up in a straight line. On the Go signal, the first person in line picks up the chicken with both hands, holds it overhead and spins in a circle two times. Immediately after spinning, the person passes the chicken overhead to the next person in line. This player spins and passes the chicken to the next player. When the chicken reaches the end of the line, that person runs to the front to begin the process again.
10. **Water Balloons**

Set students up in groups of two or three, spread out a bit. Give each group one balloon. On the "GO" signal the students begin tossing the water balloon back and forth to their partners, taking a step backwards each time they make a new toss. Once the water balloon breaks, one of them may get a second balloon and continue tossing. Once a team/pair has broken two balloons, they are out of the competition. Make sure if they break their first balloons, they bring up any broken pieces that may have fallen on the grass before you give out their 2nd balloon. The object is to get as far apart as possible without the tossed balloon breaking.

11. Froggy Finds a Pad (15 Frisbees, 15 beanbags, 3 poly spots)

Line 3 groups up in front of a poly spot. First person from each group gets 5 beanbags. Each beanbag represents a frog. Spread out in front of each team will be 5 lily pads (upside down Frisbees). On the GO signal the first person gets 5 turns to toss the frog and land on a lily pad. Award points for each bulls eye (a frog that rests entirely on a Frisbee). 1 point landing on the closest pad, 2 for the next, 5 for the farthest lily pad.

12. Fancy Feet Line 3 groups up in front of a cone. Crab walk down to the next cone and sit up one cone with their feet. They then crab walk back and high five the next person in line. If crab walking is too hard grades K-2 can run backwards to the group of cones and set one up with their feet. Relay finishes once a group has all of their cones sitting up!

If extra time: Reverse the relay - have each person crabwalk down and knock over a standing cone. They go back and high five the next person.

13. Hot Shots. Have an adult stationed at each net that will be used (3 on the left side of the gym). The class will already be divided into groups of 3. Place a hula-hoop directly in the middle of the b-ball key. Line them up in single file; first student should wait behind the designated line. On the GO signal first students in each line should step into the hula-hoop and begin shooting. They get 30 seconds.

They must retrieve their own ball. After the time is up, place the ball back into the hula hoop. Repeat for 2nd person in line and so on and so forth. After all lines have finished, get each group back together and add up their points. One point per successful shot. Group with highest number of points, will win - if you want to keep score. Not necessary.

Field Day Game Descriptions 2014 Grades 3 - 5

***Students should be grouped in 3 groups Red, White and Blue.**

1 Radar/Throw: Students throw a ball and check their speed on the radar. 2 radar readings per student. *** SHHHHH PLEASE KEEP THIS A SURPRISE FOR THE KIDS!

2. Sponge Relay: Line teams up in front to 3 buckets of water. On the GO command, the first person picks up the sponge from the full bucket of water, runs down to the bucket at the end of the line and rings out the water. Then they run back and hand off the sponge so the next person can repeat that. There will be a ping-pong ball in the bucket at the end of the line. When the ping-pong and water overflow, that team has won. If the water and ball do not overflow by the sound of the parents signal, the team with the most water in the bucket with the ball is the winner.

3. Target Practice: Line teams up in front to 3 buckets of water. On the GO command, the first person picks up the water squirter, fills it with water and aims for the target. Then they run back and hand off the water squirter so the next person can repeat that.

Keep the lines going until the parent signals the kids to stop. The team with the most water in the bucket with the, is the winner.

4. Underwater Treasure: A wading pool will be filled with water and marbles will be approximately 20 feet away. Before the Go signal have the players in each line take off their sneakers and socks. On the GO signal, the first player in each line will run to the pool, and use his toes to pick up a marble which he then drops in his team's bucket. This is then repeated by the remaining members in each line.

4. Goooooal...(2 goals, 6 soccer balls, 2-3 parents)

Each student gets 1-2 kick(s) to try and score a goal past a parent!

5. Face Paint/Tattoo

6. The Submarine Race - On the GO signal, the first 2 people in each team hold the float overhead and begin running to the cone and back again. This continues until you hear the whistle. How many times did each team make it around the cone?

7. Tug of War Each of the 3 teams will get to pull against the other two. Feel free to move the end lines during the course of the day if they seem to close or too far apart. Remind kids that they should alternate sides along the rope so they have more space between each other. No one should wrap or tie the rope around their waist. *Object of activity: To pull the marker over the cone before the other team.*

8. Scuba Scramble-On the GO signal the first person in each line runs to the first hoop where they put on the swim fins. Then runs to the second hoop and puts on the swim goggles, then runs to the third hoop where they put the inflatable swim ring around their waists. After putting on all the items, the player continues to the last cone at the end of the course and returns the ring, goggles and fins to the appropriate hoop.

9. Sneaker Relay/Shoe Flick Make 2 teams. Students take off sneakers and put them in the hula-hoop. They then run from the start one by one, find their sneakers, put them on, tie them, then go back to their team. If they don't have laces, they must do 5 Jumping Jacks before going back. High-5 the next person before they go.

If extra time: (shoe flick)

Students stand in a line and untie their shoe. . Student flick their shoe off and see who can "flick" their shoe the farthest!

10. Scuba Scramble-On the GO signal the first person in each line runs to the first hoop where they put on the swim fins. Then runs to the second hoop and puts on the swim goggles, then runs to the third hoop where they put the inflatable swim ring around their waists. After putting on all the items, the player continues to the last cone at the end of the course and returns the ring, goggles and fins to the appropriate hoop.

11. Jump the River: 2 jump ropes lay parallel to each other forming the banks of the river. Students form one straight line and try to jump over the space between the jump ropes (the "river"). After each person in line has had a turn, the river becomes wider. Once you are unable to jump the space in between the ropes you are "out". The last student able to jump the river wins this challenge!

12. Fancy Feet Line 3 groups up in front of a cone. Crab walk down to the cones and sit up one cone with their feet. They then crab walk back and high five the next person in line. If crab walking is too hard grades K-2 can run backwards to the group of cones and set one up with their feet. Relay finishes once a group has all of their cones sitting up!

13. Rubber Duck Toss Line each of the 3 teams up single file in front of a bucket of rubber ducks. On the GO command the first team member will pick up a rubber duck and try

to toss it into the large bin of water. After they toss the duck, run to the back of the line and wait for their next turn.

14. Water Brigade Line teams up in front of 3 buckets of water. First person in each line gets the cup. On the *GO* command the first person fills their cup, runs down to the container and dumps their water in it. Then they run the empty cup to the second person in line. They continually run back and forth filling and dumping cups until the time is up. The team with the most water in their container wins. (Change the distance to accommodate age of children participating.) Please recycle the water from the container into the starting bucket as best you can. Carrying the replacement water is a lot of work! (If an area gets too wet and slippery, scoot the event over, up or back slightly.)

Afternoon Activities:

1:20 - 2pm Class relays on Manchester Field

2:05 head to Lincoln, grades 1 - 4 on one side of the field, 5th on other side.

Start tug o war by 2:15

2:30 send kids back to class rooms

Starting positions for afternoon relays:

Grade 1 - Fire Bucket Relay

Grade 2 - Pitchers Chair

Grade 3- Take a lap (on the track)

Grade 4 - Tug o war

Grade 5 - Toss the ball

Rotations:

1:25 - 1:35

1:35 - 1:45

1:45 - 1:55

1:55 - 2:05

Afternoon Relay Descriptions Gr. 1 - 5:

Fire Bucket Relay (football field) -Have each class form a line. The first person has the fire bucket and scoops a tennis ball into it. The tennis ball represents water. Pass the fire bucket to the next person in line until it reaches the last person. The last person empties the fire bucket into the hoop and begins to pass it back up the line. Continue until all the "water" has been passed.

Pitcher's Chair (football field)

Students will have three tries to throw a ball at a target. If a student hits the target on their first or second throw, their turn is finished and they do not continue!!

Take a lap! Jog a lap around the track. Set up the classes' single file- one class in each lane. On the *GO* signal first person runs a lap, when they get to the half way point the next student begins. When they complete their full lap, they get back in line and wait for next turn.

Tug of war Each of the classes' will get to pull against the others. Feel free to move the end lines during the course of the relay if they seem to close or too far apart. Remind kids that they should alternate sides along the rope so they have more space between each other. No one should wrap or tie the rope around their waist.

Toss the Ball

Set up the classes' single file. First person in line gets down on their back. While lying on their backs, arms outstretched overhead, the students try to heave the ball as far as they can with out lifting their bodies off the ground. After they take their turn, they jog down to where the ball was thrown and bring it back to next person waiting

Grade 5 Tug O war on the Lincoln Field - 2:15 - 2:30

Manchester Field Map

1. Radar Throw	14 Water Brigade	13 Rubber Duck Toss	12 Fancy Feet	11 Jump The River	10 Scuba Scramble	9 Sneaker Relay	8 Goal...
	2 Sponge Relay	3 Target Practice	4 Under Water Treasure	5 Face Paint/ Tattoo	6 Submarine Race	7 Tug o War	

Lincoln School Map below

