**ACTIVITY TITLE:** Horse and Hay

**TYPE:** Competitive Relay

**TARGET AUDIENCE**: 5th grade

**EQUIPMENT**:

**Instant Activity:** 6 Cones, sets of different colored jerseys, 12 jump ropes

**Game:** 5 Pool Noodles, Lots of different colored jerseys (or discs), 5 hula hoops

**OBJECTIVES:**

**Psychomotor:** Combines traveling with manipulative skills for execution to a target (S1. E1. 5c)

**Cognitive:** Applies movement concepts to strategy in game situations (S2. E3. 5a)

**Affective:** Accepts, recognizes and actively involves others with both higher and lower skill abilities into

physical activities and group projects. (S4.E4.5)

**INSTANT ACTIVITY: “TIC TAC TOE RACE”** Students will go toe to toe with 2 other people to get groups of 3 (some groups may have 4). There will be 6 different teams. There will be three cones on one baseline, and three on the opposite one. Each team will line up behind a cone, so that two teams are facing off at a time. In the middle between the cones, are four jump ropes laid to create a tic tac toe board. At each cone will be a pile of jerseys all one color, the cone across from them will have jerseys of a different color. The team will be lined up behind their cone, when I say “GO”, the first person in line will run out with a jersey and place it in a spot on the board, meanwhile the team on the other side is doing the same thing. Once you place your jersey, run back and tag the next person in line, and they’ll do the same thing. The goal is to be the first team to get three in a row. We will rotate a few times.

**GAME INSTRUCTIONS:**

**OBJECT:**

The object of the game is to collect the most jerseys

**ORGANIZATION OF STUDENTS AND EQUIPMENT:**

* We will use one full basketball court
* Hula hoops will be along one baseline, which is each groups home base to store jerseys
* Each hula hoop will have one pool noodle next to it which will act as a horse
* Other baseline will have jerseys distributed
* Students will go toe to toe with 3 other people to create groups of 4

**ANTICIPATORY SET:**

* *Has anyone ever rode a horse?*
* *Do we know what horses eat?*
* This game is about working together to get your horse as much hay to eat as possible

**DIRECTIONS:**

* *I want you to go toe to toe with three other people to create a group of four*
* Then ask anticipatory set of questions
* *Today we will be working together to get as much hay for your horses as you can!*
* Students will line up behind each other on the baseline behind their hula hoop
* The first student in line will ride their horse (pool noodle) to the opposite baseline to grab a jersey, bring it back, drop it in the hula hoop, and pass the noodle to the next person in line
* The next person in line then repeats the same actions
* When no jerseys are left, the group with the most wins

**DEMONSTRATION:**

* I will show and explain directions as I give them
* I will use one group as an example

**VARIATIONS/MODIFICATIONS:**

* After that round is played, the game will be modified
* *You guys did a great job collecting hay, but what you didn’t know is that that hay is NOT from your own farm! You’ve been stealing it from the farm across the street, and those farmers are mad!*
* I will have students figure out who the oldest in each group is
* Those students will then form a new team, the “farmers”
* The farmers will have a line on the same baseline as where the jerseys are placed
* The farmers goal is to stop the horse riders from getting hay
* The first person in the farmer’s line will run down to the line where the horse teams are, touch the base line, and run back to the jerseys before he can tag someone
* Once he touches the base line, his goal is to tag one of the horse riders who is carrying a jersey
* Once a farmer tags a horse rider, he runs back to the farmer line and tags the next farmer in line who repeats the same steps
* If a horse rider gets tagged, they have to drop the jersey, run back to their line, and their whole team has to do 5 jumping jacks before the next horse rider can go
* The game ends when the there are no more jerseys left
* The objective for the horse riders stays the same

**TEACHING TIPS:**

If students finish first round too quickly, do it twice through

**SAFETY**:

* Watch for surroundings when running to jerseys
* When running back to the line, slow down so that you don’t run into them
* If two players are running for the same jersey, the first person there gets it

**RESOURCE:**

**Instant Activity:** <https://www.youtube.com/watch?v=eMubSl5pjEk>

**Game:** <https://www.youtube.com/watch?v=qCQ7BcTG4yQ>