# 2017 - “Fun in the Pride Land Field Day”

1. **Escaping the Hyenas**

**Equipment needed: 4 cones, 2 grass skirts- 1 short for youngers, 1 adult for olders- for Timon,**

**1 yellow pennie for Pumbaa, 2 leis for Pumbaa and Timon, 3 blue pennies-Hyenas- Banzai, Shenzi, Ed**

**Scattered –** 3 students will be chosen to be the taggers- (the 3 Hyenas which will wear a blue pennie) and will try to tag the other students. When a student gets tagged, they will FREEZE and put their hands on their knees. 2 other students that were chosen to be Pumbaa and Timon (Pumba-wearing a yellow pennie with a lei and Timon will have on the grass skirt with a lei) will be moving around to unfreeze those students by tapping the student on the shoulder and saying **Hakuna Matata** and the students have to repeat **Hakuna Matata** back to them to get unfrozen. After a few minutes, choose 3 new Hyenas and a new Pumbaa and Timon. Tell the students to take off the pennies, grass skirt, leis and if you are a girl, give it to a boy, if you are a boy, give it to a girl. Give it to someone that has not been a Hyena, Pumbaa or Timon. Once the wardrobe change is completed, the game may begin again. Play until the horn sounds.

1. **Circle of Life**

**Equipment needed: 2 small Hula Hoops for K-2 students, and 2 larger Hula Hoops for 3-5 students,**

**2 Circles-** Students will make 2 equal circles and hold hands. Place the hula hoop between two students by having them drop hands while you hold the hoop between them, then they reconnect their hands so that the hula hoop is resting on their wrists. If the circles are uneven, get a volunteer to join the circle. On the word GO, the students will begin moving their body through the hoop without letting their hands go to move the hoop around the circle. The team that can get their hoop around the circle the most times before time runs out, wins. \* **Remember who goes through the hoop first so you can keep score.**

1. **Zebra Soccer Shuffle**

**Equipment needed: 2 Soccer Goals, 6 blue cones, 4- size 4 soccer balls, 4- size 5 soccer balls 2 Lines**- Students will get in two lines. The first student from each line will dribble the soccer ball in and out of the 3 cones, then shoot the ball into the soccer goal. The students will retrieve their own ball and give it to the next person in line. As soon as the student is on their way back to their line and out of the way, the next student in line may begin dribbling through the cones with the second ball. Students will play until the horn sounds.

**\*Students may keep count to see how many goals their team makes.**

1. **Elephant Graveyard**

**Equipment needed: 4 PVC pipes to go under, 6 PVC pipes vertical to go around, 6 PVC pipes horizontal to go over, 2PVC ladders to go through**

**2Lines-** Students line up in 2 lines with the first person from each team standing behind the start line. On the signal to begin, the first student in each line will run through the obstacle course, running under, over and through the elephant graveyard. The first team to finish wins.

Continue until the horn sounds.

**\*If the teams are uneven, one student will have to go twice to even it out.**

1. **Hakuna Matata**

**Equipment needed: 1 large trash can, 4 squirt bottles, H20, water hose with nozzle, cone**

**2 Lines-** Students line up in 2 lines with the first student from each team standing behind the starting line with a squirt bottle in hand. The first two students will slide down to the cone and back while squirting each other “Hakuna Matata! What a wonderful phrase…Hakuna Matata! Ain’t no passing craze…It means no worries…For the rest of your days…It’s our problem-free…Philosophy…Hakuna Matata! When they get back to the start line they will give their squirt bottle to the next person in line, so the next two people can begin. Continue until everyone has gone once or the horn sounds.

1. **Giraffe Ring Toss**

**Equipment needed: 2 Giraffes, 10 rings**

**2 Lines-** Students will line up in 2 lines with the first student from each team standing behind the start line. The first 5 students in each line will have a ring in hand. On the signal to begin, the first student in each line will toss their ring trying to toss the ring around the giraffe’s neck. The student will toss their ring and then go get it returning it to the next person in line that doesn’t have a ring. As soon as the student is out of the way of the giraffe, the next student may toss their ring, then go retrieve it. Continue until everyone has gone or the horn sounds.

**\*Students may keep count to see how many rings their team gets around the giraffe’s neck.**

1. **Wildabeast Stampede in the Gorge**

**Equipment needed: 4 Hula Hoops, 4 cones**

**4 lines-** Students will line up in 4 even groups standing behind the start line. The first students in each line will run down and around their cone and then back to their line so that the next person in line can go. When the last student has returned to their line, the WHOLE line runs down together to their hoop and puts one foot in their hoop. The first team to have all of their team members run down to their cone and back and get everybody back down to their hoop with one foot in wins.

**\*If the teams are uneven one student will have to go twice to even it out.**

1. **Rafiki’s Hangout**

**Equipment needed: 1 table, 2 coolers of water, 1 cooler of cool pops, 2 pair of scissors, cups, trash bags**

1. **Jungle Limbo**

**Equipment needed: Limbo Stand and Pole**

**1 Line-** Students will get in one line and move under the limbo pole one at a time, **moving under the bar with your back facing the ground**. After all students have gone under the pole, the pole will be lowered down one notch and then the students will move under the pole again. If you touch the pole, knock down the pole, or fall when you pass under the pole…you will move to the side. After everyone has completed their turns, the pole will be lowered again. This will continue until there is one person left that can limbo under the bar… Play again until the horn sounds.

1. **Zazu Flies to Find Simba and Nala**

**Equipment needed: 2 standards, 1 pole, 4 hula hoops or tarp with holes, Simba and Nala Pictures, 10 Football arrow flyers.**

**2 lines-** Students will line up in 2 teams with the first student from each team standing behind the start line. On the signal to begin, the students will throw their football arrow (Zazu). The students are trying to fly Zazu (football arrow) through the hoop or opening, to find Simba and Nala. After the student in each line throws their football arrow, they will go get it and bring it back giving it to the next student in line that is not holding a football arrow. As soon as the students are out of the way, the next student in line can throw their football arrow. This will continue until all students have had a turn to throw or the horn sounds.

**\*For safety- do not let students throw until the students are out of the way and cannot get hit with the football.**

**\*Students may keep count to see how many times their team flies Zazu (football arrow) through the hoops or openings.**

1. **Scar’s Cave**

**Equipment needed: 4 large boxes opening at the top, 4 scooters, 36 balls, 2 cones,**

**4 lines- K-2** The first student in each line will pick up a ball and sit down on their scooter. **(Bottom on the scooter**) On the signal to go, the students will roll down to the blue line, stand up and bounce their ball on the floor or throw their ball, trying to make it land in the box, Scar’s Cave. If they make it, pick up the scooter and bring it back for the next student to go. If they miss, bring the ball and scooter back so the next student on their team can go. This will continue until one team gets all of their balls in their box, Scar’s Cave or until the horn sounds.

**Equipment needed: 4 large boxes opening on the side facing the students, 4 hockey sticks, 8 hockey pucks, 2 cones**

**4 lines- 3-5** The first student in each line will pick up a hockey stick and a hockey puck. On the signal to go, the student will use the hockey stick to move the hockey puck down to the blue line and shoot it into the box, Scar’s Cave. If the puck goes into Scar’s Cave, a point is scored for their team. The student will bring back the puck and the hockey stick, giving it to the next student in line. Each team can keep count of how many pucks they shoot into Scar’s Cave. The team with the most points wins. **Continue until the horn sounds.**

1. **“Bathroom/H20”**

**13. Chalk Your Favorite Scene from Lion King**

**Equipment needed: Buckets, Chalk**

**Scattered- K-2** Students will find a spot on the side walk right outside of D Hall to draw their favorite Lion King scene or character.

**Scattered- 3-5** Students will find a spot on the basketball court to draw their favorite Lion King scene or character.

1. **Pumbaa and Timon Searching for Grubs**

**Equipment needed: Pool, hose, nozzle, grubs, cups with holes, 2 buckets**

**2 lines-** Students will line up in 2 lines behind the start line facing the pool. The first student in each line will pick up their cups. On the signal GO they will move forwards to the pool, scoop up a grub and fill their cup full of water. The student will move back to the front of the line and begin passing the cup over their head to the next person in line. The cup will be passed down the line above the head until it reaches the last person in their line. The last person in line will dump the grub and remaining water into their bucket and then run to the pool scooping up another grub and as much water as they can get. They will move back to the front of the line and begin passing the cup overhead until it gets to the last person, dumping the grub and water into their bucket. This continues until all students in each line have gone. The team that has the most water in their bucket wins.

 \***If the teams are uneven, one student will have to go twice to even it out.**

1. **I Just Can’t Wait to be King**

**Equipment needed: 2 small hoppity hops, 2 large hoppity hops, 2 cones**

**2 lines:** Students will line up in 2 lines behind the start line. The first student in each line will sit on the hoppity hop. On the signal GO, the students will bounce down to the cone and back as fast as they can, trying to lose Zazu. Give the hoppity hop to the next student in line. This continues until all students on each team have had a turn. The first team that has everyone bounce down to the cone and back wins.

\***If the teams are uneven, one student will have to go twice to even it out.**

1. **Fun in the Pride Land**

**Equipment needed: Parachute, zebra, giraffe, lion, elephant, monkeys, 3 beach balls, 2 pair of gloves**

**Circle:**  Students will make a circle around the parachute. The animals and balls will be on the parachute. On the signal KNEEL DOWN from the station volunteer, the students will kneel down to the ground to HOLD and LIFT UP the parachute at waist level. The students will lift and shake the parachute on the signal SHAKE and try to bounce the animals up in the air. On the signal FREEZE, the students will stop. On the signal MAKE WAVES the students will see if they can work together to move the parachute up and down opposite each other to make big waves to bounce the animals and balls off the parachute. Continue until the horn sounds.