2014

Aloha Field Day

Please begin your station at 12:00 pm. Move on to the next station only when you have finished and see that the class ahead of you has moved on (When the air horn sounds). Allow 10 minutes/ station. Repeat station if time allows. Please follow the progression carefully- DO NOT pass another class. You may not get to all stations!

There will be someone at each station to explain how the game is to run. Your job is to have your students in team order (put them into 2 teams, Team 1 & Team 2) for each event, keep score if necessary and to have fun!

Station Teacher

1. Building Sand Castles Camp

2. Floatin’ the Day Away Steffensen

3. Bow to the Tiki King Varnadore

4. Surf’s Up Adams

5. Deep Sea Fishing Bevilacqua

6. Island Hopping Santana

7. Tiki Tug Bigger

8. Lei Luau Stylin’ Veritzan

9. Hibiscus Hoppin’ Turney

10. Beach Bash

11. Bathroom Break

12. First Aid/Snow Cones/H2O

13. Life’s A Beach Ball Burris

14. Footprints in the Sand K. Fair

15. Tiki Toss Herchek

\*It would be very helpful if a few of your (Good) students would carry the field day equipment to the gym when the day is over. Tables and chairs too! Thanks!:)

2014

Aloha Field Day

Please begin your station at 9:00 Am. Move on to the next station only when you have finished and see that the class ahead of you has moved on (When the air horn sounds). Allow 10 minutes/ station. Repeat station if time allows. Please follow the progression carefully- DO NOT pass another class. You may not get to all stations!

There will be someone at each station to explain how the game is to run. Your job is to have your students in team order for each event, keep score if necessary and to have fun!

Station Teacher

1. Building Sand Castles Campbell

2. Floatin’ the Day Away Williams

3. Bow to the Tiki King Bernard

4. Surf’s Up Alexander

5. Deep Sea Fishing Melton

6. Island Hopping Winn

7. Tiki Tug Mercer

8. Lei Luau Stylin’ Craven

9. Hibiscus Hoppin’ Adkins

10. Beach Bash

11. Bathroom Break

12. First Aid/Snow Cones/H2O

13. Life’s a Beach Ball Dagenhart

14. Footprints in the Sand Counts

15. Tiki Toss Mohaugen

\*Put your class into 2 teams (Team 1 and 2).

Stations for Aloha Field Day 2014

1. Building Sand Castles – Divide students into team 1 and team 2. Each team will start with a pile of sand buckets at the starting line. The first student in each team will run down to the line and place their bucket and run back to high five the next student in line. The next student may only take their bucket down to place on the line once they have been high fived. Each student is only allowed to carry 1 bucket at a time and they may place their bucket however they would like to build something like a wall or pyramid, etc. You can declare a winner by whichever team is the most creative with their building or by which team has a bucket pyramid without any buckets falling. You can also go in reverse for this game: Each person takes a bucket back to the start, etc. Repeat if time allows.
2. Floatin’ the Day Away – The first person on each team will run to their pool and fill up their team’s cup and hold it over their head to run back to their team’s bucket/PVC pipe. Once at the bucket/PVC pipe, the child will pour what water is left in their cup into the PVC pipe and hand off the cup to the next person on their team and they repeat the process. If you want to declare a winner here, it would be the team that floats their tennis ball first. (The kids just love the process of getting as wet as they can & the cup’s have holes in them!)
3. Bow to the Tiki King – The first on each team will sit in the chair (Tiki Throne) & hold a bucket above his or her head like a crown. The next kid in line will hold their team’s cup over their head and fill it up with water from the bucket, run to their Tiki King and bow to him trying to dumping the water from their cup into the king’s bucket. Then the Tiki King leaves his bucket, goes to the back of the line and is replaced by the kid that bowed. (That kid becomes the new Tiki King and holds the bucket crown. Continue in this pattern until everyone has a turn to be king. Repeat if time allows.
4. Surf’s Up – Divide both teams in half and put half of team 1 opposite of the other half of team 1. This is a shuttle relay where the students will run and hand off a Giant Surfboard to the next member of their team that is facing them. That student runs the other way to his team and passes the surfboard. Once they have run, they are to sit down in the back of the line. The team that has all members sitting first is the winner. Repeat race if time allows. (Surfboards are not made to stand on- make sure kids aren’t allowed to do that.)

(team 1) (team 1)

Xxxxx xxxxx

(team 2) (team 2)

Xxxxx xxxxx

1. Deep Sea Fishing - The first 2 on each team will take and throw (overhand for 3-5 and underhand for K-2) (2) angry bird playground balls at the boxes and fish. After throwing, the students retrieve their own thrown balls and hand them to the next person on their team. You may want to assign the next student in line to be the box stacker and ball chaser, then that student would be the next thrower. Score may be kept (Give students 1 point for knocking over a box and 2 points for knocking down a fish), and if time allows repeat.
2. Island Hopping – The first two on each team will sit down carefully on the hoppers (holding onto the handles) and hop down to the cone and back. If there are any kids that are not comfortable using the hoppers, they can hold the hopper by the handle between their legs and just jump on their own feet down and back. Please help to look for sticks or rocks that could puncture the hoppers and remove them. Continue until all have had a turn/ repeat if time allows.
3. Tiki Tug– The two teams will grasp the rope behind their team line and on the word GO, the teams will try to pull the other team across the center square (when the colored tape reaches the middle of the square- that is far enough to declare a winner). Please be extra careful at this station because this can be dangerous. Repeat if time allows.
4. Lei Luau Stylin’ – The first 2 on each team will move as they jump rope down to the tree/hoop. They will pick up 1 lei (necklace) and place it around their neck as they move jumping rope back to their team. Take the lei (necklace) off and place it into their team bucket and hand the rope off to the next team member. Count the number of lei’s (necklaces) to determine a winner. The team finishing first, would be the winner.
5. Hibiscus Hoppin’ – Divide the kids up into Team 1 & Team 2. The first kid in each team will get into the potato sack, pull up the sack and hold onto the sides of it as they jump with 2 feet down to the hoop, get out of the sack, put on the sunglasses, hula hoop or spin around while counting to 10. Put the sunglasses back into the hula hoop, pick up the sack, & run it back to the next kid in line. Then go to the back of the line and sit. The first team with everyone sitting, wins. Play again if time allows.
6. Beach Bash – Divide kids into Team 1 and Team 2. Each team member will complete the obstacle course and run back to high five the next member of their team to go through the course. After they high five, that kid goes to the back of the line and sits down. The first team that has everyone sitting would be first place and the next team would be second place. (You may need to modify the course for the K-2 graders.).
7. Bathroom – Allow all to use the restroom on the cafeteria hallway entrance. You have 10 minutes, so take your time & relax.
8. First Aid/Snow Cone /H2O – Under the tent. Students can get a snow cone and then sit on the edge of the playground equipment if they like or sit at the picnic tables. **Tropical Tattoo’s – if I can get enough volunteers, each child will receive a tropical tattoo.**\*
9. Life’s a Beach Ball- Students are on two teams. The first two from each team will use the water noodle to hit the beach ball down to the end cone and back. Then they will hand off their noodle and beach ball and go to the back of the line. You can declare a winner by which team has all members complete the task first.
10. Footprints in the Sand – Divide kids into Team 1 and Team 2. The first kid on each team will put on the big feet and hold onto the handle. They will try to walk down and around the cone and back. Gently get off the feet and hand them to the next in line. \*They CAN NOT Run in these because it’s dangerous for them and the equipment! This doesn’t have to be a race, just a test of balance and skill.
11. Tiki Toss – (in gym) The two teams should be broken up into 4 equal groups and spread out around the Cornhole boards. Each kid will toss 2 beanbags trying to make it into the hole on the board. If the bag lands on the board, they get 1 point and 2 points for landing in the hole. Once they have had a turn, they go to the back of their line. The kids can keep up with their points if they want to declare a winner- the team or kid with the most points wins. Repeat as time allows.