2013

iPlay Active 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.

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. Minecraft Camp

2. Where’s My Water? Steffensen

3. Wipeout Varnadore

4. Flow Free Adams

5. Angry Birds Bevilacqua

6. Robot Unicorn Attack Santana

7. Cut the Rope Bigger

8. Sonic Dash Veritzan

9. Temple Run Turney

10. FIFA Soccer

11. Bathroom Break

12. First Aid/Juice

13. Subway Surfers Burris

14. Tiger Woods PGA Tour K. Fair

15. Fall Down 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!:)

2013

iPlay Active 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.

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. Minecraft Campbell

2. Where’s My Water? Williams

3. Wipeout Bernard

4. Flow Free Alexander

5. Angry Birds Melton

6. Robot Unicorn Attack Winn

7. Cut the Rope Mercer

8. Sonic Dash Craven

9. Temple Run Adkins

10. FIFA Soccer

11. Bathroom Break

12. First Aid/Juice

13. Subway Surfers Dagenhart

14. Tiger Woods PGA Tour Counts

15. Fall Down Mohaugen

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

Stations for iPlay Active Field Day 2013

1. Minecraft – Divide students into team 1 and team 2. Each team will start with a pile of bricks at the starting line. The first student in each team will run down to the line and place their brick and run back to high five the next student in line. The next student may only take their brick down to place on the line once they have been high fived. Each student is only allowed to carry 1 brick at a time and they may place their bricks however they would like to build something like a wall or house, etc. You can declare a winner by whichever team is the most creative with their building or by which team has a wall without any bricks falling. Repeat if time allows.
2. Where’s My Water? – The first person on each team will run to their pool and get the water soaked sponge and hold it over their head to run back to their team’s bucket. Once at the bucket, the child will squeeze as much water as possible into the bucket and hand off the sponge 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 with the most water in their bucket. (The kids just love the process of getting as wet as they can!)
3. Wipeout – The first on each team will slide step down and around their cone and back while squirting each other with a water spray bottle. Hand the water spray bottle to the next person on the team and continue. Try to avoid water in the face. Repeat if time allows.
4. Flow Free – The first 2 students will place their feet into the straps on the team walkers and hold up the rope handles. They will have to communicate together to walk down and around the cone and back. Upon return, they will go to the back of the line and the next 2 students will go! Repeat if time allows and encourage effective communication skills!
5. Angry Birds - 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 pigs. 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 pig), and if time allows repeat.
6. Robot Unicorn Attack – The first two on each team will stand on the dragon feet, squeeze the base with their ankles, and jump down to the line and back. (I will also have 2 hoppers out in case the dragon feet are too difficult for some students) Continue until all have had a turn/ repeat if time allows.
7. Cut the Rope– 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.
8. Sonic Dash – Divide both teams in half and put half of team 1 opposite of the other half of team 1. Repeat this with the other team. This is a shuttle relay where the students will hand off a ring (wreath ring) to the next member. Repeat race if time allows.

(team 1) (team 1)

Xxxxx xxxxx

(team 2) (team 2)

Xxxxx xxxxx

1. Temple Run – 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.)
2. FIFA Soccer –The first two on each team will dribble a soccer ball in and around each cone and back. If they miss a “weave gate” the team is given a point for each missed weave gate. The team with the fewer points is declared the winner. Continue until all have had a turn/if time allows.
3. Bathroom – Allow all to use the restroom on the cafeteria hallway entrance. You have 10 minutes.
4. First Aid/Snow Cone Maker – 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.
5. Subway Surfers- Students are on two teams. The first two from each team will sit on scooter and use plungers as oars to move themselves down and around their team’s cone. Upon their return, they hand the oars to the next team member. The first team to have all members complete the task would be the winning team. Students need to be careful getting on and off of the scooters. Remind them to watch their fingers!
6. Tiger Woods PGA Tour – Divide the kids up into 4 groups each group will have a putter, ball, and a hole. They are going to play using 1 putter and 1 ball per partner group (like Captain’s Choice). The first team member in each group will put the ball down on the marker and try to putt the ball into their team’s hole (marked with flags), the second team member will putt the ball from where ever it lies still trying to get it into the hole, the third team member will do the same, and so on until the ball gets into the hole. The team to finish the putt (getting the ball into the hole) first or in the least amount of strokes, wins. Play again if time allows.
7. Fall Down – (in gym) The two teams should be broken up into 4 equal groups and spread out around the bowling lanes. Each person will bowl 2 times while the other team members return the bowling ball and set up the pins. Then they rotate so that every member in the group gets a turn. Repeat if time allows. (If student gets all 10 pins down on the first bowl (strike) then he or she only bowls once).