

Name/Title: Crab, Frog, Horse

Prerequisites: Understand how to play Rock, Paper, Scissors
Moving safely in general space. Walk like a crab, jump like a frog, gallop like a horse.

Suggested Grade Level: K - 2

Materials Needed: Music - I use "Crazy Frog"

Description of Idea

All students will start off walking like a CRAB (LOW Level) when the music begins. When the music stops the students must quickly find another CRAB to play a game of Rock, Paper, Scissors.

The student that wins the game of Rock, Paper, Scissors becomes a FROG (MEDIUM Level) and the student that loses remains a CRAB. On the Music the CRABS walk and the FROGS jump.

When the music stops the CRABS must find another Crab, the FROGS find another FROG to play Rock, Paper, Scissors.

If students win as a FROG, they now become a HORSE (HIGH Level) and will gallop. If students lose as a FROG they go back to being a CRAB.

Play the activity as long as you would like.

Submitted by **Jason Steele** who teaches at Perkett and Roosevelt Elementary in Minot, ND. Thanks for contributing to PE Central! **Posted on PEC: 11/11/2010.**

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