Name/Title: Hoop Jump/Hop

Academic content: Math

Purpose of Event: For children to integrate locomotor skills and math skills.

Prerequisites: Students need to review odd and even numbers. They also need to have basic addition and subtraction skills.

Suggested Grade Level: 2-3

Materials Needed: Hula hoops and foam dice.

Physical activity: Locomotor Skills

Description of Idea

For a small class, spread out 6-10 hula hoops so that they are all touching (if done correctly, it should look like a spider web). If the class is large, set up 2-3 sets of spider webs, so that the groups of students remain between 4-6 at each set of hoops. Have student roll the dice and add or subtract the two numbers. The children then determine if the number is odd or even. If the number is an odd number, they hop through the hoops on one foot. If the number is an even number, they jump through the hoops on two feet. Example: 6+3=9, an odd number, they hop 9 times in and out of all the hoops as fast as they can. Tip: So they can remember which is which, tell them you hop (One) foot when it is an Odd number...O and O. They are to jump on two feet because all even numbers are divisible by 2. The teacher can vary the locomotor skill by using skipping for odd numbers and galloping for even numbers.

Variations:

Use this same activity with upper grades using multiplication and division problems. The locomotor skills could be varied to include jumping, hopping, leaping, twisting in different directions, levels, or pathways.

Children in wheelchairs could roll/wheel their chair forward for even numbers and backward for odd numbers.

Assessment Ideas:

Give the student a worksheet with each of the math problems and have them record their answers at the end of each movement on the answer sheet.
Have the students make the answer using their bodies to check for correctness.

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