

**Name/Title:** Grinch Stole Christmas

**Purpose of Event:** To give students the opportunity to work on locomotor movements while chasing and fleeing in a fun holiday situation.

**Prerequisites:** The ability to move safely through general space (avoiding others) and knowledge of locomotor movements.

**Suggested Grade Level:** 4-5

**Materials Needed:** Cones to mark off two semi-circular areas and a large rectangular playing area with marked boundaries.

### Description of Idea

Mark off two semi-circular areas with 6-8 cones on either sideline about 2/3 of the way down the playing area. It is best if these semi-circular areas are not directly across from each other, but more at an angle.

Divide your class into groups with about 5-8 students in each group. Give each group a different holiday name (e.g., reindeer names, candy canes, elves, snowmen, etc.) Have all students line up at one end of the playing area. Pick one person to be the "Grinch" and two to be "Santa and Mrs. Claus". The "Clauses" go to the "North Pole" and the "Grinch" goes to his "cave" (the coned-off semi-circles).

To start the game the teacher calls out a holiday name (e.g., Candy Canes). All of the children with that name move (you tell them what locomotor movement you want them to use--it is best to start with walking--running can be very dangerous) to the other end of the playing area and back home.

If the "Grinch" tags them with his/her hand, they have to go to his "cave". While the "Grinch" is out capturing people, the "Clauses" run over to the "Grinch cave" to release them to safety. If the "Grinch" gets 10 or more people in his "cave" OR tags either of the "Clauses", that stops the game and a new one can be started. If you have gone a complete round calling out all of the holiday names, start a new game choosing new people. Feel free to stop the game at any time as well and start a new one.

**Assessment Ideas:**

Observe students' ability to change pathways, so as to avoid getting tagged.

Observe the teamwork used by ALL students against the "Grinch".

Observe each students' ability to correctly perform the locomotor skills called out.

### **Teaching Suggestions:**

Have the students walk, hop, jump, etc. as opposed to running. The results will be much better and the game is safer.

The "Grinch" gets an extra workout he/she may need to be changed out sooner.

Don't let students taunt the Grinch.

Stop the game periodically to talk about how well the students are working together or chasing and fleeing. Give them tips about how it can be done better.

Play the game in time limits. At the end of the time limit switch to new people.

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Submitted by **Deana Cornish** who teaches at Pawhuska Elementary School in Pawhuska , OK . Thanks for contributing to PE Central! **Posted on PEC: 5/24/2001.**

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