Name/Title: "Where The Wild Things Are" Field Day

Purpose of Event: This year our Reading Incentive Program is based on the Caldecot Medal winning book, "Where the Wild Things Are". This field day is an effort to collaborate in the school-wide program.

Suggested Grade Level: K-5

Materials Needed: See each event listed below.

Description of Idea

Activity Name: "Rolled Their Terrible Eyes"
Grades: All

Students will need to be grouped in teams of three with each student given a squirt bottle full of water. On the signal to begin, all students will attempt to squirt their "eyeball" (a ping pong ball) from Line A to Line B. Have students repeat activity from Line B to Line A, with all students starting on the signal. Repeat as time allows.

To increase difficulty for older students, have them squirt their "eyeball" around a cone or similar object and back to the starting line.

Equipment needed: Event sign, 30 squirt bottles filled with water, 2 five gallon buckets filled with water to refill squirt bottles, 20 ping pong balls made to look like an eyeball, & sidewalk chalk for lines.

Activity Name: "Crazy Critters"
Grades: All

Divide students into 4 equal teams. Place two carpet squares in front of each team. On the signal to begin, the first person in line begins play by standing on the second square. Keeping both feet on the carpet the student reaches around and picks up the square behind them. He/she places it in front and steps forward repeating the process. When he/she gets to Line B he/she picks up both squares and runs back to the starting line placing the carpet for the next student in line. Repeat activity if time permits.

Equipment needed: Event sign, 8 carpet squares, 2 jump ropes for lines.

Activity Name: "Showed Their Terrible Claws"
Grades: All

Six students (or half of the team if less than six) from each team will remove their shoes and socks and sit in a chair around their teams pool. Give each of these students a bucket, placed

beside them on the ground. On the signal to begin, they place their feet in the water and attempt to collect marbles with their toes and place them in their container. Allow one minute for each collection and then have students who are waiting count the marbles. Have students return the marbles to the water for the next group and repeat activity for students who have not gone. If time remains, have students repeat activity.

Equipment needed: Event sign, 2 large tarps or sheets for students to stand on, approximately 200 marbles for each pool, 2 plastic swimming pools, 12 small chairs & 12 small buckets/containers.

Activity Name: "Monster's Feeding Time"
Grades: All

Students will need to be grouped in 4 equal teams if there are 20 or more students in the class. Only 2 teams if less than 20 students. On the signal to begin, the first student in each line will run from Line A to Line B, pick up a bug, returning to Line A and tagging the next person in line. Then she places the bug into the group's container and goes to the end of the line. Continue until all bugs are picked up. Have a volunteer to watch students pick up bug as they may only pick up one bug at a time.

- Run activity in reverse to replace bugs behind Line B.
- Repeat activity as time allows.

Equipment needed: Event sign, 2 jump ropes for lines, at least 150 plastic bugs or worms, 4 flat containers or buckets to put bugs in.

Activity Name: "Swamp Monster"
Grades: All

Students line up in two teams with the first person from each team standing inside a starting hoop. Give all students a plastic cup. On the signal to begin, the students inside the hoop will dip their cup into the trash can full of water, turn and pour his water into the cup of the person next to him and so on down the line. When the water reaches the last student in line they will pour it into the empty bucket and run to the front of the line to begin the activity again. This will continue until all team members have had a turn to be in the front of the line. Students stop on the signal and event volunteers will check the buckets with yardstick to see who has the most.

- If time remains, have students repeat activity.
- To increase difficulty for older grades - have students turn around backwards with their cup between their legs.

Equipment needed: Event sign, 2 hula hoops, 1 metal yardstick, 2 large trash cans filled with water, 40 plastic cups (16 oz.) & 2 five-gallon containers.

Activity Name: "Goblin Squeeze"
Grades: All

Students line up in two teams with the first person from each team removed from the line and seated with a one liter bottle placed above his head, inside a hula hoop about 50 yards from their team. The second person in line will stand inside a starting hoop. On the signal to begin, the students inside the hoop will dip their sponge into the trashcan full of water, run to the seated student and squeeze his water into the bottle. The squeezer then takes the sitters place and the sitter returns the sponge to the next person in line and then goes to the back of the line. This will continue until all team members have had a turn to be the sitter or the bottle is filled. If all team members have had a turn to be the sitter and their bottle is not filled, students will stop on the signal and event volunteers will check the bottles to see who has the most. If time remains, have students repeat activity.

Equipment needed: Event sign, 4 hula hoops, 2 one liter drink containers, 2 large sponges, & 1 large trash can filled with water.

Activity Name: "Return to Max's Room" (Refreshment Station)
Grades: All Grades and Volunteers

This is the refreshment and **first aid station**. Students are to be given one cup of drink and two-three cookies each. All minor injuries should be treated here. Any injury that requires more than a simple clean-up and/or a Band-Aid should be dealt with by the nurse in the health room.

Equipment needed: Cups, tent, ice in coolers, drinks, cookies, trash bags, and First Aid Kit.

* There will also be an event called the "Hoop Monster" at this station. This event is an attempt by the student standing in a hula hoop to toss a stuffed monster through one of two hula hoops set up at this station.

They will do the "Hoop Monster" first and then move through the line to get their drink and cookies. Students with drink and cookies should sit and watch other events while waiting to rotate.

Equipment: 4 hula hoops, 2 sets of hula hoop stands, stuffed monster dolls, stickers, and prizes.

Activity Name: "The Wild Rumpus"
Grades: All

There will be two teams for this event. Students line up in groups of three with the first person from each team facing forward and straddling a PVC pipe. The second and third persons in line will stand facing backwards, also straddling the pipe. On the signal to begin, the students will weave in and out of the cone course and back to the starting line. The next group will pick up the

pipe and will continue as above. If time remains, have students repeat activity with a new person as leader.

Equipment needed: Event sign, at least 12 medium cones, & 2 large PVC pipes.

Activity Name: “Max’s Magic Trick”
Grades: All

Divide students into pairs. This is a staring contest with the first person to blink, laugh, or smile "losing" the contest. On the signal to begin, the partners will stare at each other until time is called (about 35 or 40 seconds 3rd grade and under, about 60 seconds 4th and 5th grade) or one of the pair blinks, laughs, or smiles. Students will change partners after time is called, continuing as above.

Equipment needed: Event sign, stopwatch.

Activity Name: “Max Sails”
Grades: All

Divide students into groups of five or six (the groups don’t have to be even). Have all students loosen their shoe laces on one shoe. Line up one group at a time behind Line A. On the signal to begin, children will kick one shoe off as far as possible. Let the next group go and so on. Wait until everyone in the class has kicked before retrieving shoes. Repeat! How far did the shoes go?

Equipment needed: Event sign, 12 cones - measured off every 20 feet.

Activity Name: “Wild Things Two Headed Race”
Grades: All

Students will line up with a partner in their teams behind a start cone. On the signal to begin, the first pair of students in each line will pick up the large T-shirt from the ground, put on the shirt so that both heads are out and each student has their outside arm sticking out the arm hole of the shirt. The partners will move to the cone, go around it, and move back to the start cone where they will quickly take off the shirt and give it to the next set of partners. This continues until all pairs have had a turn.

Note: The teams must have the same number of participants. If needed, use the classroom teacher if odd number of students. The first set of partners can go again to make the teams even if necessary. Repeat activity as time allows.

Equipment needed: Event sign, 4 cones, 2 large and 2 extra large T-shirts.

Activity Name: “Roared Their Terrible Roar”
Grades: All

Students line up in one line with the first student standing inside a starting hoop. The first student runs from the hula hoop to the line 75 feet away. They will stop, turn around and begin to roar and run at the same time. The student stops running as soon as his/her roar ends. The student stays where he stops until all have had a turn. The next person in line begins from the hoop and this continues until everyone has had a turn.

Equipment needed: Event sign, 1 hula hoop, 1 jump rope to use as a line.

Activity Name: "Max's Suit"
Grades: All

Students line up in two teams with the first person from each team standing inside a starting hoop and one player from each team standing on the polyspot. All students, except one from each team, are given a numbered card that specifies what item they are to get. On the signal to begin, students run from their hoop to the table, present their card to the volunteer and get their specified item off the table. They put their item on "Max" (student mannequin) and return to the line. The next person in line then runs down to get their specified item off the table and put it on "Max". This continues until all players have had a turn to dress "Max".

Important note: Cards must be given out in order and mannequin must be dressed in that order.

- If time remains, run a race to see which team can take it

Submitted by **Lisa M. Fagala** who teaches at Hollis Academy in Greenville , SC . Thanks for contributing to PE Central! **Posted on PEC: 2/28/2001**.

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