Name/Title: Field of Fun Day

Purpose of Event: To provide an end of the year event showcasing many of the different activities taught during our classes as well as some activities just for fun.

Suggested Grade Level: K-5

Materials Needed: Bottle of water, frisbee, target, marbles, plastic colored eggs, scoops, water containers, sacks, laundry tub, clothes line, clothes pegs, hula hoops, golf balls, spoons, plastic bugs, horse shoes, balls, stacking cups, basket ball and net, tricycles, balls, soccer balls, beach ball, concession stand, wobbler, football

Description of Idea

The field is set up like a carnival, with stations all over the playground. Students may go to any station they want. Teachers bring their students to the area directed and release them. When their time is up, students will return to their assigned spot and return to class with their teacher. Classroom teachers must stay outside in their assigned area and watch for behavior problems.

Students in grades 2-5 will need to pair up with a partner and travel with that partner for the entire time. Some events require a partner. Students can only do each event one time.

K-1 Students will be divided in to groups of 4. 5th grade students will be assigned to classrooms to lead the groups of four around to the various stations.

There will be a concession. Popsicle's will be sold for 25 cents. Students may visit the concession any time during their scheduled time. K-1 concession money should be added to their card so they will not have to carry money around with them. 50 cents is all they will need. (K-1 Teachers are to collect the money, write the amount on the card and turn the money into the concession stand).

We use high school students to run the stations. We do not have much luck getting parent volunteers and this field day requires at least 30 workers or more if possible.

NOTE: Please have appropriate sized equipment available at each station so all ages can perform the station activity.

Grades K-1

1. Mississippi Flood: One minute to try to fill up the bottle with water.

2. Frisbee Toss: Three tries to toss a foam Frisbee at or through a large target.

3. Marble Grab: Students have 30 seconds to try to pick up as many marbles as possible using their toes.

4. Egg Find: Partner event. Students must find eggs that match their color.

5. Scoop Race: Be the first to fill up you container with water.

6. Sack Race: Jump as fast as you can to the finish line.

7. Hang out the Laundry: Partner event. Take an item to the tub and run to the clothes line and hang it up. Run back and tag your partner. Continue for one minute.

8. Hula Hooping: Try to keep the hula hoop going as long as you can.

9. Golf Ball Balance: Balance a golf ball on a spoon (for the younger students use a bigger spoon) and move to the finish line without the ball falling off.

10. Bugs Galore: Partner event. One at a time will run out pick up one bug and run back and tag their partner. Collect as many bugs as possible. This will continue for 45 seconds.

11. Beach Bowl: Roll the balls into the holes to score points.

12. Tricycle Ride: While riding a tricycle, you will move around the cone and back.

13. Ball Hug Race: Each student will place a ball between his/her knees and race to the opposite line and back again. Use a smaller ball for the younger students.

14. Soccer Kick: Students will kick a foam soccer ball as far as they can.

15. Target Practice: How many times can you hit the target?

Grades 2-3

1. Mississippi Flood: One minute to try to fill up the bottle with water.

2. Frisbee Toss: Three tries to toss a Frisbee at or through the target.

3. Marble Grab: Students have 30 seconds to try to pick up as many marbles as possible using their toes.

4. Jump Rope Challenge: Jump rope for 30 seconds without missing.

5. Scoop Race: Be the first to fill up you container with water.

6. Sack Race: Jump as fast as you can to the finish line.

7. Hang out the Laundry: Partner event. Take an item to the tub and run to the clothesline and hang it up. Run back and tag your partner. Continue for one minute.

8. Hula Hoop Contest: 30 seconds to keep the hula hoop going.

9. Golf Ball Race: Balance a golf ball on a spoon. Race to the finish line without the ball falling off.

10. Buddy Walker: On the signal “Go”, you and your partner will race to the finish line. You both must stay on the boards. Stop and reset if you fall off, do not drag boards

11. Horse Shoe Throw: Three tries to attempt to toss the horseshoe around the stick.

12. Beach Bowl: Roll the balls into the holes to score points.

13. Cup Stacking: Partner event. Who can stack their buckets first.

14. Tricycle Races: While riding a tricycle, you will race around the cone and back.

15. Shoe Fly: Students will demonstrate how far they can kick a shoe.

16. Ball Hug Race: Each student will place a ball between his/her knees and race to the opposite line and back again.

17. Soccer Kick: Students will kick a foam soccer ball from each of the three spots on the field.

18. Beach Ball Carry: You and a partner must carry the beach ball across the field without using your hands.

19. Target Practice: How many times can you hit the target? Students get 3 chances to hit the targets between upright racquets the partners will move to the opposite line and back again.

20. Big Ball Throw: Try to throw the big ball as far as possible.

21. Racquets Up Partner event. Partners will pick up a tennis ball cooperatively with their racquets. Keeping the ball between upright racquets the partners will move to the opposite line and back again.

22. 3 Legged Race: Tie one foot together with partner, place arms around each others shoulders, and race to the finish line.

Grades 4-5

1. Mississippi Flood: One minute to try to fill up the bottle with water.

2. Frisbee Toss: Three tries to toss a Frisbee through the target.

3. Marble Grab: Students have 30 seconds to try to pick up as many marbles as possible using their toes.

4. Jump Rope Challenge: Jump rope for 30 seconds without missing.

5. Scoop Race: Be the first to fill up you container with water.

6. Sack Race: Jump as fast as you can to the finish line.

7. Hang out the Laundry: Partner event. Take an item to the tub and run to the clothes line and hang it up. Run back and tag your partner. Continue for one minute.

8. Hula Hoop Contest: 30 seconds to keep the hula hoop going.

9. Golf Ball race: Balance a golf ball on a spoon. Race to the finish line without the ball falling off.

10. Buddy Walker: On the signal "Go", you and your partner will race to the finish line. You both must stay on the boards. Stop and reset if you fall off, do not drag boards.

11. Horse Shoe Throw: Three tries to attempt to toss the horseshoe around the stick.

12. Beach Bowl: Roll the balls into the holes to score points.

13. Cup Stacking: Partner event. Who can stack their buckets first.

14. Basketball Free Throw: You will have three chances to shoot a basket.

15. Tricycle Races: While riding a tricycle, you will race around the cone and back.

16. Shoe Fly: Students will demonstrate how far they can kick a shoe.

17. Ball Hug Race: Each student will place a ball between his/her knees and race to the opposite line and back again.

18. Soccer Dribble: Dribble a soccer ball around the cones and back.

19. Beach Ball Carry: You and a partner must carry the beach ball across the field without using your hands.

20. Target Practice: How many times can you hit the target? Students get 3 chances to hit the targets.

21. Big Ball Throw: Try to throw the big ball as far as possible.

22. Hurdles: Run and jump over the hurdles. Four students will race at a time

23. Racquets Up Partner event. Partners will pick up a tennis ball cooperatively with their racquets. Keeping the ball between upright racquets the partners will move to the opposite line and back again.

24. 3 Legged Race: Tie one foot together with partner, place arms around each others shoulders,

and race to the finish line.

25. One on One Tug: On the signal “Go”; try to pull your opponent off balance to make them step off step.

26. Wobbler: Start with the ball on the side. By wobbling back and forth, make the ball travel to the center of the Wobbler. No jumping the ball. One minute time limit.

27. Football Throw: Throw the football through the hoop. Three throws per person.

28. Golf: Putting practice. Can you make all three balls into the hole?

29. Shuffle Board: Push four disc toward the target. Can you make all three disks into thebox?.

Submitted by **Bunnie Klein** who teaches at Wright Elementary School in Fort Walton Beach , FL . Thanks for contributing to PE Central! **Posted on PEC: 2/28/2001**.

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