

Name/Title: Medieval Games

Purpose of Event: To provide a theme-based field day which can be integrated with a academic study of medieval times.

Suggested Grade Level: 3-5

Materials Needed: Boccee balls (tennis balls, other small ball or bean bags can be used), scooter boards, cones, croquet equipment, small stilts, clip boards, paper, crayons, foam number cubes (dice), horseshoes, juggling scarves, may pole, materials for an obstacle course, plastic gold coins/yellow bean bags, hula hoops, pool noodles, garland, curling ribbon, newspaper, stick horses, volleyball nets, poles and rubber chickens. Parent volunteers to supervise the each game.

Description of Idea

Students enter by class with banners representing their class to music typical of medieval times acquired from the music department. The King/Queen (administrator or teacher) declare the games are open and administers the "Oath of the Games". After the "Oath" students are released one class at a time to travel with a partner to the games in which they would like to participate.

Sample Ideas:

- Bocce
- Carriage races-scooter board races sitting on their bottom.
- Croquet
- Crossing the moat-students walk on stilts across the moat (designated area on the court)
- Farkle-a number cubes game. Students each roll one dice, high number indicates first to play. Players roll 6 cubes/dice. The player decides which numbers to keep and which ones to re-roll until all have a number selected. If a player rolls and no points are accumulated on those dice in that roll, the player loses all points gained in that turn and the cubes are passed to the next player. Players can choose to stop rolling at any time during their turn, count their points and pass the cubes to the next player. 1's=100 5's=50 3 of a kind is that #x100 (ie. three ones is 100) 4 of a kind=1000 5 of a kind=2000 6 of a kind=3000 straight=1500 3 pairs=1500 2 triplets=2500
- Fetch the water from the well-students try to carry water in a cup with holes in the bottom and fill a container at the other end of the zone.
- Flying Foul-students toss rubber chickens over a net of the appropriate height (usually slanted)to team members on the other side. Students try to see how many throws and catches they can complete without a miss.
- Horseshoes
- Juggling Jesters-students have an opportunity to practice their tossing/catching (juggling) skills using scarves or koosh balls.

Jousting knights-students will sit on a scooter board carrying a pool noodle (1/2 length). They will scoot to the opposite end of the area and try to knock a ball off of a cone with the pool noodle and then travel back to the starting line.

- Maypole-students work together to create a wrapped pole design
- Robin Hood Run-students travel through an obstacle course to capture the gold/bean bag and return to the starting line.
- William Tell Toss-Students will toss a pool noodle through hoop targets

Each station is designated by a station poster with the name, directions, and possibly a history of the game or person involved. Teachers and parents assist with the stations monitoring students and assisting with the success at each. Emphasis is on success and not competition.

Teaching Suggestions:

To stress self-discipline and responsibility allow students to travel to the games of their own choosing with their partner.

Submitted by **Jill Brown** who teaches at Alexander Elementary in Tampa, FL. Additional authors for this idea were none. Thanks for contributing to PE Central! **Posted on PEC: 9/28/2004.**

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