

Name/Title: Scootin', Sounds & Sorting

Academic content: language arts

Purpose of Event: The purpose of this activity is to teach children to work together while they use various locomotor skills to practice beginning sounds of words and the letters of the alphabet.

Prerequisites: * Students must be aware of safety rules involved in the use of scooters. * Students must work cooperatively with a partner on the scooter.

Suggested Grade Level: K-2

Materials Needed: 30 domes, hula hoops (number varies depending upon the number of beginning sounds on which you wish to work), 150-200 small picture cards (acquire from language arts teacher), one scooter for every two children

Physical activity: locomotor skills, cooperation, scooter safety

Description of Idea

The letters of the alphabet are taped to the gym walls in alphabetical order with a hula hoop under each letter. Approximately thirty domes will be scattered throughout the general space in the gym. Five to six picture cards will be placed under each dome.

Students are paired up with a partner that will assist them in accomplishing their goal. The student that is not on the scooter will either walk, run, skip, gallop (or any locomotor skill that the teacher requires be used) alongside the partner as they go to each dome. (As an option, the partner can push or pull the student on the scooter.)

The game begins with all students sitting next to a dome with their scooter upside down. On the "go" signal, students will get on their scooter and the partner will assist them as suggested above. Once they arrive at the dome they look under it, pick up one picture card, determine the correct beginning sound, hand the card to their partner, and move on their scooter to the correct letter. The picture card should be placed in the hula hoop under the letter that matches with the beginning sound. For example, if the student picks up a picture of a cat, (s)he will ride his/her scooter over to the letter "C" and place it in the hula hoop.

If a student takes the last card out from underneath a dome, (s)he will turn the dome upside down so that no other students look under that dome. The game continues until all the cards are gone or time is up.

All students should be reminded of the safety rules when using scooters. If any set of partners bump into walls, other people or get out of control in any way, then both partners will be sent to time out to think about what accidents can occur when you are not safe on the scooters.

Variations:

With young children, you may want to limit the number of beginning sound letters you use. With older children you may have them do other skills such as dribble a ball or toss & catch as they move with their partner to the dome. Students could also run, pick up a card, dribble a basketball five times in the hula hoop, and then place the card under the appropriate letter.

This lesson activity will also work well as a station activity.

Assessment Ideas:

At the end of the activity, have students collect cards in each of the hula hoops. Go through the cards and make sure that they were placed in the appropriate hula hoop.

Adaptations for Students with Disabilities:

Allow a student to travel in a different way instead of using a scooter.

Submitted by **Kristen Cassady** who teaches at Gladstone Street Elementary School in Cranston, RI. Thanks for contributing to PE Central! **Posted on PEC: 9/18/2008.**

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