

Name/Title: Letter Walk

Purpose of Event: Students will be able to perform the locomotor skills and will be able to call out what letter (or number) they have landed on- when called on.

Prerequisites: Letter knowledge, and locomotor skills (running, hopping, jumping, gallop, skip, walk backwards, etc.)

Suggested Grade Level: K-2

Materials Needed: Laminated Letter cards (or number cards), music and large area (gym, blacktop)

Description of Idea

Lay out letter cards over a large area. Show students the area around the cards where they will be walking/running ect. Have them walk it once to show them where they need to stay. Explain that they will be moving around the letters by doing a motor skill. What are motor skills? Have them answer.

Review and Demonstrate

Students will do this motor skill (called out by teacher) until the music is turned off.

Each student goes to an EMPTY letter card and stands there. Teacher calls randomly on children and asks what letter they are standing on, or what sound that letter makes, or COW, who is standing on the first sound in COW.

Then continue game by calling out new motor skill and turning on music.

Assessment Ideas:

Observing how well they know they can perform the motor skills.

Do students recall letter name?

Submitted by **Shelly Antes** in Louisa, VA. Thanks for contributing to PE Central! **Posted on PEC: 1/3/2008.**

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