

The Hunger Games Field Day

All of the following field day activities were based off of quotes found in the book, The Hunger Games. When introducing this field day, it would be beneficial for you to read the quotes and then the description of the game. This will set the stage for the activity and allow students to grasp the idea even if they have not read the book.

The included schedule was created to allow both 7th and 8th grade students to participate at the same time. You may need to adapt the schedule to suit the needs of your school. However, it is highly recommended that the students know what color team they are on before they go out to field day. It will help eliminate confusion and save time.

Reference:

Collins, Suzanne. The Hunger Games. New York, NY: Scholastic Press, 2008

Winn, Krista. Field Day Survival Guide: For Planning the Best Field Day Ever. Durham, NC: Great Activities Publishing Company, 2007

CORNUCOPIA

Sixty seconds to take in the ring of tributes all equidistant from the Cornucopia, a giant golden horn shaped like a cone with a curved tail, the mouth of which is at least twenty feet high, spilling over with the things that will give us life here in the arena. (Collins 148)

- Concession stand if you have one

LEAN ON ME

His face drains of color the moment he puts weight on his leg. 'Come on. You can do this.' But he can't. not for long anyway. We make it about fifty yards downstream, with him propped up by my shoulder, and I can tell he's going to black out. (Collins 259)

Objective: To be the first team to get everyone through the activity.

Formation: 2 groups from each class. Each group has 4 pairs of students.

Safety:

- Try to maintain the speed of your travels.

Procedures:

- Each set of partners will attach the head band around the inside legs.
- On the signal to begin, the first pair will move as quickly as possible around the cone and back.
- Once back, hand off the headband to the next group for their turn.
- If time permits, run the activity again.

Equipment: 4 head bands, and 4 cones.

SOURCE OF LIFE

What I want most, right at this moment, is water. Haymitch's directive to immediately find water was not arbitrary. I won't last long without it. For a few days, I'll be able to function with unpleasant symptoms of dehydration, but after that I'll deteriorate into helplessness and be dead in a week, tops. (Collins 153&154)

Objective: Be the first team to fill the 2-liter bottle to the line.

Formation: Students will be in relay formation.

Safety: Do not throw the sponges
- be careful not to slip on the wet ground.

Procedures:

- Students will be in a single file line behind their designated color.
- On the signal the first person from each team will run up to the pool
- Bring the wet sponge back and wring it out into the 2 liter bottle (if you place the 2liter in a big bucket you save from a muddy disaster and can conserve more water)
- Hand the sponge off to the next person.
- First team to fill the water up to the line will win.
- Repeat procedure if time allows.

Equipment: 4 sponges, 4 2-liter bottles, 4 buckets, 1 small pool, and 1 set of color markers

TRACKER JACKER STING

Larger than regular wasps, they have distinctive solid gold body and a sting that raises a lump the size of a plum on contact. Most people can not tolerate more than a few stings. Some die at once. If you live, the hallucinations brought on by the venom have actually driven people to madness. These wasps will hunt down anyone who disrupts their nest and attempt to kill them. (Collins 185&186)

It's as if the leaves are actually leaching the pain right out of the sting. (Collins 201)

Objective: Students will travel within the designated area avoiding the "sting" (tag) by the "tracker jackers".

Formation: Students will be working within their own class.

Safety: Do not throw the bee at anyone.
- Hands off (maintain personal space)
- **Travel at a safe speed**

Procedures:

- 3 people to be the tracker jackers (taggers) and 3 people to be the antidote (leaves)
- Once tagged the students must spin around in circles, until a person with the antidote comes over and hands them the leaves.
- People with the leaves can not get tagged.
- Switch taggers frequently.

Equipment : 3 bee, boundary lines and 3 leaves/fake plants

PROTECTOR

I protect Prim in every way I can, but I am powerless against the reaping. (Collins 15)

Objective: Implement the skill of rolling to knock down the peg.

Formation: Students are in a circular formation (use the lines guides) the whole class can participate at the same time.

Safety:

- Do not kick or throw the soccer balls
- Make sure the person in the middle is keeping their face away from the pin

Procedure:

- Person in the middle of the circle (Katniss) is protecting the pin (Prim) by pushing the soft foam balls away from the peg
 - 3 ways the person in the middle gets out
 - Whoever rolls a ball and they knock the peg down, they become the new "protector"
 - If the "protector" kicks a ball
 - If they knock down the peg themselves 3 times (3 strikes and your out)
- The people on the outside are not allowed to roll while inside of the circle.

Equipment: 4 soccer balls, 15 cones and 1 peg

TRIBUTE TRAINING

The exceptions are the kids from the wealthier districts, the volunteers, the ones who have been fed and trained throughout their lives for this moment.

(Collins 94)

Objective: To be the first person to complete the obstacle course.

Formation: Students will be paired up with another student from the other team. On the signal both participants will begin the obstacle course as quickly as they can.

Safety:

- Make sure you travel as fast as you can throughout the obstacle course, but make sure you maintain self-control as you go.

Procedures:

- Have the first pair of students line up at the starting line.
- Allow the students time to go through the obstacle course before sending the next group.

Equipment (per course): 1 desk, 10 stacking cups, 2 stacking posters, 6 cones, 2 whiffle balls, 4 jump ropes, 4 batting tees, and 1 agility ladder.

Obstacle 1 = over and under (used 2 cones to hold a jump rope to go over, and then 2 baseball tees to hold the jump rope to go under)

Obstacle 2 = by using their feet they need to place 2 whiffle balls into cones that are laying down on their side

Obstacle 3 = they must stack cups into a pyramid (base of 4 then 3 then 2 then 1), then break it down as fast as they can

Obstacle 3 = run to the outside of the course back to the beginning of the line

HOVERCRAFT

High above the dying campfire a hovercraft materializes. A set of large metal teeth drops down. Slowly, gently, the dead tribute girl is lifted into the hovercraft. Then it vanishes. (Collins 163)

They never collect the bloodbath bodies until the killers have dispersed. (Collins 152)

Objective: Be the first team to stand all 4 sets of bottles up using the “snares”

Formation: Students will be in a 4 relay teams

Safety:

- Be careful not to get hit with the pole or magnet when moving
- Do not throw the pole

Procedures:

- Each group will start with the pole in the cone by their playing area.
- On the signal, the first person in each group will run to the cone to pick up their pole
- Once there the students must try and use the magnet to stand **one** bottle up using the magnet.
- Once his/her bottle is standing, place the pole back in the cone, and then run back to tag the next person in line.
- **Not allowed to touch the bottle with hands. Must use the magnet**
- Replay if time permits

Equipment: 4 poles with magnets attached, 4 cones and 32 water bottles with magnets glued to the lib (8 for each color team)

NIGHTLOCK

My father's voice came back to me. 'Not these, Katniss. Never these berries. They're nightlock. You will be dead before they reach your stomach.'
(Collins 318)

Objective: Collect as much "food" as you can for your team's stash, and place as many "nightlock" berries into the other team's stash. The team with the most food and least amount of nightlock berries at the end of the designated time will win.

Formation: 2 groups from each homeroom will be participating at the same time (total of 4 groups moving per round). However, the students are allowed to steal food from ANY team's area (every team for themselves)

Safety:

- **DO NOT** throw the objects **AT ALL**
- Be careful not to run into/bump heads with others
- Do not step on the equipment
- No guarding

Procedures:

- 4 teams, each starting at their own area
- The "food" will be spread out throughout the playing area
- Students run around collecting **2 PIECES OF "FOOD"** at a time.
- Students can steal from other areas
- Students can place the "nightlock" berries into other team areas
- The winner is the team who has the most objects in their hula hoop at the end of the allotted time (play each round for about 2 minutes).
 - Every "nightlock" berry will eliminate 2 pieces of food when counting.

Equipment: 30 noodletts, 4 drawn home bases, and 24 poison berries

PROTAGONIST VS. ANTAGONIST

Objective: To be the first team to spell either the protagonist or antagonist on their card by using the letter chips.

Formation: 2 groups from each group competing against each other in a relay race formation.

Safety:

- Do not throw the chips
- Do not step on the chips or word cards
- Be careful by the wooden boards

Procedures:

- On the signal, the first student in each group will run to letter board to pick up **ONE CHIP AT A TIME** (Can not flip over other chips just to find the letter they need. They touch it they take it)
- Bring the chip back to their group. If they need the letter they place it in the circle on their word card. If it is a letter they do not need, they hand it to the next person in line who will take the chip back and pick up a new chip.
- The first team to spell out the word will win. Start another word if time permits.
 - Protagonist = Katniss
 - Antagonist = Arena

Equipment: 50 poker chips, and 4 sets of character cards

RUNNING ON EMPTY

We're both exhausted by our hike today and still way too underfed.... By time we reach our destination, our feet are dragging and the sun sits low on the horizon.
(Collins 323)

Objective: To be the first team to get everyone in their team to finish the box walk.

Formation: Students will be in a 4 relay teams

Safety:

- Be aware of your traveling speed
- Step completely out of the boxes, do not kick off the boxes

Procedures:

- First two people in each line will have the boxes on their feet ready to go. On the signal only the first person will go, while the other person is waiting their turn.
- When the first person returns, the second person will take off, and the first person will give the boxes to the next person in line.
- First team to get everyone through will win.
- Start another round if time permits

Equipment: 8 boxes, and 4 cones

PEETA ROLL

He's still two feet from the water, lying there, teeth gritted, tears cutting trails in the dirt on his face. 'Look, Peeta, I'm going to roll you into the stream. It's very shallow there, okay?' (Collins 253)

Objective: Be the first team to get everyone back to the place they started by rolling a tire back and forth.

Formation: 4 of 10 play at a time. 5 students at one cone and 5 across from the rest of their team.

Safety:

- Try to maintain control of the rolling tire as much as possible.

Procedures:

- The first person will roll the tire down to the teammate at the opposite side of the field.
- Then, that person rolls it back.
- **Stay in the line that you roll to. (eg. Roll = stay)**
- Repeat this process until the students are back to order they started in.
- Repeat the relay with the remaining time.
 - **Penalties**
 - If your tire goes out of your lane, that person must start over
 - If your tire falls then that person must start over

Equipment: 4 tires, 8 cones, and 4 drawn zones

BOOK OF KNOWLEDGE

My mother had a book she'd brought with her from the apothecary shop. The pages were made of old parchment and covered in ink drawings of plants... But my father added other entries to the book. Plants for eating, not healing. (Collins 50)

Objective: To be the first team done with the plant card

Formation: Students will be a relay race formation

Safety:

- Do not kick the cones
- Keep your head up

Procedures:

- On the signal, the first player from each team will go out to a cone and look underneath it.
- If there is a picture of a plant that is needed for their card, the student will pick it up and bring it back to their group.
- If there is a picture that does not have to deal with their group, then the person will leave the cone just as they found it, and run back to their team to tag the next person.
- Each student may **ONLY LOOK UNDER ONE CONE PER TURN**
- Play again if time permits.

Equipment: 4 different set of plant cards, 4 plant patterns and 32 cones

POWER BATTLE

Taking the kids from our districts, forcing them to kill one another while we watch --- this is the Capitol's way of reminding us how we are totally at their mercy. How little chance we would stand of surviving another rebellion. (Collins 18)

Peeta has been struggling with how to maintain his identity. His purity of self...

'I can't go down without a fight. Only I keep wishing I could think of a way to ... to show the Capitol they don't own me. That I'm more than just a piece in their Games.' (Collins 142)

Objective: To have the middle of the rope pass into your team's zone.

Formation: Have one classes tributes on one side of the rope, and the other classes tributes on the other.

Safety:

- Be smooth with the pulling
- Pull with your legs not your back
- Do not let go of the rope

Procedures:

- Have the students assemble along the rope.
- On the signal have the students begin pulling the rope.
- The team to get the center of the rope past their cone will win.
- If time permits play another round.

Equipment: 1 tug of war rope and 3 ones

GOT YOUR BACK

It took a long time for us to even become friends, to stop haggling over every trade and begin helping each other out. (Collins 10)

Objective: To be the first team to finish the race.

Formation: 4 teams in a relay formation

Safety:

- Make sure you and your partner are traveling at safe speeds
- Be careful not to hit your head
- Do not pick up your partner

Procedure:

- The students will stand back to back with their elbows locked.
- On the signal together they must walk over the hurdles, around the cone at the other end, and back through the hurdles again.
- They must stay attached throughout the event.
- Replay the activity
 - **Penalties**
 - If you hit a jump rope you and your partner must start over
 - If your arms come unlocked you and your partner must start over

Equipment: 28 cones and 12 jump ropes

