

Annandale Terrace ES

Fall "Fun Day" Field Day

**COOPERATIVE
GAMES**



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**4<sup>th</sup> grade**

**5<sup>th</sup> grade**

**October  
2014**

*Upper (4<sup>th</sup>, & 5<sup>th</sup>) Grades - Fall Fun Day*  
*October*

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Cooperation:

The process of working or acting together.

***** Brainstorm with your group how the game you're playing incorporates cooperation.***



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### **1. Stir Fry Chicken**

- Equipment: hoops, rubber chickens, rhythm sticks
- Groups of 4: 2 students hold the hoop; 2 students support the chicken on rhythm sticks over the hoop
- Goal: Try to work as a group to cross the finish line



### **2. Buddy Walker Challenge or 3-Legged Race**

- Equipment: Buddy Walkers; bands for 3-legged race
  - Using Buddy Walkers, try to work as a team and cross the finish line.
- OR
- 3-Legged Race (using bands), try to work as a team and cross the finish line.



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3. Parachute Volleyball

- a. Equipment: Parachute, 8-½" ball, beach ball, cage ball, lg. play ball, pinnies (2 diff't colors)
- b. Divide into 2 groups.
- c. Put a medium sized ball in the center of the parachute.
- d. Object of the game: To use the chute to throw ball over opponent's heads.
- e. A point is scored each time the ball goes over a team's head.
- f. Students may use one hand to block the ball from going over their head.
- g. They must keep at least one hand on the chute at all times.
- h. Choose one ball retriever for each team. They will be the only ones to retrieve the ball when it goes over their team's heads.



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### **4. Flag Tag**

- a. Equipment: Flag F-ball flags[24 sets(2 diff't colors)], cones
- b. Divide the group into 2-4 teams.
- c. **Basic Rules:**
  - 1. Keep your body under control at all times!**
  - 2. Keep an eye out for others and where you are going.**
  - 3. Stay in your own personal space within the general space.**
  - 4. Players must stay on their feet.**
    - a. Student's flags may not be pulled if they have fallen.
    - b. Students may not pull flags while on the ground.
    - c. Students may not jump to avoid flag being pulled.
    - d. Students may not dive to pull flags.
  - 5. No pushing or hitting!**
  - 6. Students may not block flag with arms or hands to keep others from pulling them.**



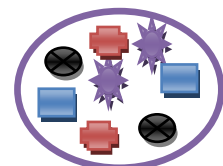
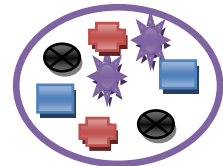
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5. I Got My Hands Full

- Equipment: hoops, trays, spoons, golf balls, deck rings (small), tennis balls, Frisbees, beanbags, juggling balls, tennis ball cans, etc.
- Divide group into 3 – 4 teams.
- The first student runs down and picks up one item from their team's pile.
- He/She brings it back and gives it to the next person in line.
- That person takes the object down and brings one more back with it (2 objects now)
- After giving the 2 objects to the third person, the third person runs down and picks up a third object.
- This continues until all the objects have been brought back to the line (including the hoop).
- If an object is dropped, it must be picked up before returning to the line.

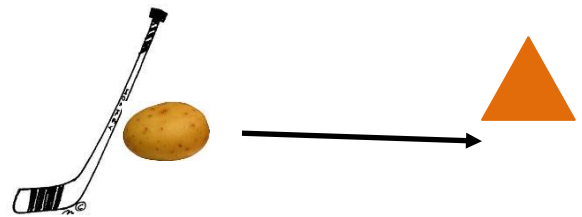


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## 6. Idaho's Potato Race

- a. Equipment: hockey sticks, potatoes, poly spots, cones
- b. Students line up in three teams with the first person from each team standing on a poly spot.
- c. Give each leader a hockey stick and a potato.
- d. On the signal to begin, these students will use the hockey stick to move the potato around the cone and back to the start where they will hand the hockey stick to the next person in line.



## 7. Evaporation Games

- a. Equipment: hoops(16), Frisbees(8), spots(4)
- b. Divide the group into 3 - 4 teams.
- c. The object of the game is to collect as many hoops as possible, by throwing your Frisbee into the hoop.
- d. Students only collect hoops that are directly in front of them.
- e. As the students collect the hoops, they put them behind them.
- f. The team, whose hoops evaporate first, wins the game.

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8. 3 or 5 Pass Team Football

- a. Equipment: Footballs (nerf & youth); pinnies (2 diff't colors); cones for boundaries
- b. Divide the class into 2 – 4 teams.
- c. One team starts with the ball.
- d. Teams try to pass the ball back and forth between your players for 3 or 5 consecutive passes. Each set of passes equal 1 point. After the team earns a point the other team gets the ball.
- e. The ball cannot be passed back to the same player from whom it was received.
- f. Count out loud as each pass is made.
- g. The defensive team may intercept the ball but cannot touch a player who has the ball. If this happens, the team with the ball is awarded a free pass.
- h. Passers, if you run with the ball, drop the ball, or hold it for more than three seconds, the ball is awarded to the other team.
- i. **Remember:**
 - to get into open spaces for a pass;
 - play Man-to-Man defense;
 - use the defensive stance to intercept the ball;
 - pass to all your players, not just a few!



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### Suggestions: New Games

#### 9. → Balloon Bop

<http://www.responsiveclassroom.org/blog/cooperative-games-younger-students>

*This is such a fun game for all students! Great for the younger students to begin learning cooperation, but also great for the older students as they begin to master skills! You can play this as a whole class or in groups (your choice in number of students, size of group).*

**Materials:** Balloon(s)

Students begin by standing in a circle, holding hands. The teacher drops one balloon into the circle. The goal is for students to see how many times they can tap the balloon into the air (***students may tap the balloon with hands, arms, heads, shoulders, chests, or knees—but NO feet***), keeping it up in the air, without losing connection (***all students must continue holding hands***). In order for this to work effectively, students have to work cooperatively, each of them making sure they are not letting go of their neighbor's hands. They will soon figure out that they must all move together, as a circle, so to make sure they do not lose connection. If the balloon falls to the ground or a student taps the balloon with their feet, the count begins again. Depending on grade level, you can add more balloons to make it more challenging!

***Before playing:*** Teacher can model how to tap the balloon lightly in order to keep the balloon up in the air. Try this with the students individually and then in partners. Once they are successful at keeping their balloon in the air without dropping their partner's hands, add more students to the group until they form one whole circle. Let the game begin!

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Suggestions: New Games

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NAME OF ACTIVITY: Balls Galore

GRADE LEVEL: Any

EQUIPMENT: As many tennis balls as possible (at least 60 per player)

HIGHLIGHTS: Isometric exercise, cooperation, strategy and teamwork.



INSTRUCTIONS: This game can be done in pairs or small groups. Personally, I use groups of 2 or 3 players. The object of the game is for 1 player in the group to hold as many tennis balls off the ground as possible. Each team will have the ball holder, and the other player(s) will be the stuffers (those who help place the balls onto the holder). Players will only need to adhere to the following guidelines:

1. Players may not use their clothes or pockets to hold the tennis balls.
2. The tennis balls can not be touching any other player or object.
3. The tennis balls need to be held for 10 seconds to qualify as a hold.

After each attempt, allow the players to switch roles so that all players have at least 1 attempt at a new world record.

HELPFUL HINTS: Personally, I like to give each student more than one attempt so that they may discuss and reconsider strategy.

Also, at the end of the period, I time the students on how fast they can get all the tennis balls back into the container.