

**Putt Putt:** Students stand on the end of the golf mat by team. They get one try to putt the ball in one of the holes. Bunkers do not count. If they get it in, their teacher marks a tally on their score sheet. Students then go to the end of the line and sit down. Teams continue to putt until time is up.

**Dizzy Bat:** Students stand behind the cones or tape by team. On go, the first person in line runs up to the bat. They place their forehead on the bat and spin around 3 times. Volunteers can count for them. Then they run back to the end of their line and sit down. The first team to finish gets a tally mark on their teacher's score sheet. Relays may continue until the time is up.

**Chicken Relay:** Students stand behind the cones or tape by team. The first person holds a ball in between their legs. On go, the first person in each row waddles down to the bucket. They sit over the bucket and release the ball into the bucket. Then they run down to the end of the line. When the person that just went passes the cone the next person should have the other ball between their legs and they may go. The volunteers should make sure there are plenty of balls for the relays to run until all students have gone once. Students should go to the end of their line and sit down so we know they have had a turn. The team that finishes first gets a tally on their teacher's score sheet. Relays may continue as time permits.

**Floor Hockey:** Students stand behind the cones or tape by team. The first person on each team dribbles the puck down to the cone, goes around the cone, and dribbles the puck back. They pass the stick and the puck on to the next person and sit down at the end of the line. The team that finishes first gets a tally mark on their teacher's score sheet. Relays may continue as time permits.

**Marble Mania:** —All students take off their shoes and socks ☺ Students stand behind cones by team. The first student on each team will run down the inflatable pool. They will pick up a marble with their foot and then drop it in the bucket. As soon as the marble is dropped in the bucket the next person in line goes. The first person will stop at the towel station to dry their feet. Then they will go to the end of their line and sit down. The team that gets the most marbles in their bucket at the end gets a tally mark on their teacher's score sheet. Relays may continue as time permits.

**Frisbee Relay:** Students spread out from one cone to the other by team. The student closest to the Frisbees will throw the first Frisbee to the person next to them. The Frisbees are then thrown down the line. If a Frisbee is dropped, the person who dropped it picks it up and throws to the next person in line. When a Frisbee makes it down to the end it is placed next to the cone and a new Frisbee is started. The first team to get all the Frisbees to the end gets a tally mark on their teacher's score-sheet. Relays may continue as time permits.

**Fireman's Relay:** Students spread out from one bucket to the other by team. The student closest to the water bucket dips their cup in the bucket and gets as much water as they can. Then the water is passed by cup down their line and placed in the bucket at the end of their line. The first team to fill their bucket half way gets a tally mark on their teacher's sheet. Relays may continue as time permits.

**Hungry Hippos:** Split teams in half. Halves stand behind the tape opposite each other. The first person rides their scooter on their stomach as the second student pushes them out by their ankles. The student on the scooter gets one chance to grab as many balls as they can with their bin. When they come back to the line, they switch positions. After they have each had a turn they pass the scooter to the next two people in line and sit down at the end of the line. When there are no more balls, the balls are counted and the team with the most gets a point. Play continues until time is up.