

# EARLY **CHILDHOOD**



Scarves 2

#### **CONNECT TWO**

## LEARNING TARGETS

- ✓ I will work with my friend to perform different locomotor skills together.
- ✓ I will maintain a safe distance from other groups.
- ✓ I will perform a variety of locomotor skills.

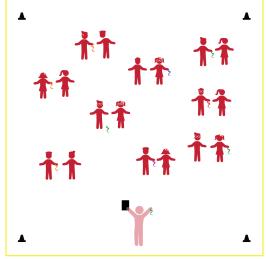
## **ACTIVITY SET-UP & PROCEDURE**

## Things You Need:

- √ 1 scarf per pair of students
- ✓ Cones to create boundaries.

### Set-Up:

- 1. Pair students. Each pair scattered in general space with a scarf.
- 2. Be sure spacing between pairs is safe.



## **Activity Procedures:**

- 1. The objective of this activity is to practice locomotor skills.
- 2. We're going to play a game called Connect Two. Before we start, look around and take note of your personal space.
- 3. You and your partner will each grab one end of your scarf. When I say, "GO," begin walking with your partner around the activity area. Be aware of where other pairs are so you can maintain a safe distance.
- 4. I will call out different locomotor skills (e.g., walking, skipping, galloping, sliding, leaping, jumping). Perform each skill together with your partner, holding the scarf the whole time.

#### **Universal Design Modifications:**

- Do not use pairs. Instead, use the scarf to help students focus on the arm movements of each skill.
- Do not hold a scarf. Partners are challenged to stay together.

## DEVELOPMENTAL INDICATORS

- ✓ Gross Motor Development: Demonstrates control, strength, and coordination of large muscles.
- ✓ Gross Motor Development: Uses perceptual information to guide motions and interactions with objects and other people.
- ✓ **Relationship with Other Children:** Engages in cooperative play with other children
- ✓ Health, Safety, and Nutrition: Demonstrates knowledge of personal safety practices and routines.

