

PIZZA DELIVERY

STUDENT TARGETS

- ✔ **Personal & Social Responsibility:** I will recognize the rules and etiquette of this challenge in order to create a safe and positive activity environment.

TEACHING CUES

- ✔ One Hand Under the Disc
- ✔ Head Up, Eyes Alert
- ✔ Control Tags for Safe Play

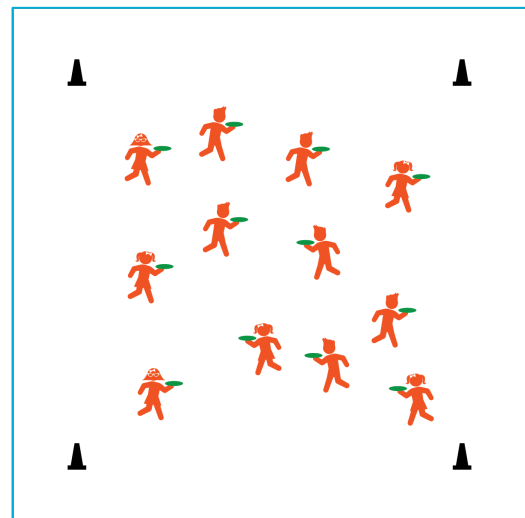
ACTIVITY SET-UP & PROCEDURE

Equipment:

- ✔ 1 flying disc per student (foam or plastic)
- ✔ 4 large cones

Set-Up:

1. Create a large activity area using 4 cones to mark boundaries.
2. Scatter students, each with a flying disc.



Activity Procedures:

1. This activity is an individual challenge called Pizza Delivery. The object of the game is to walk throughout the activity area while balancing your “pizza” on the palm of your hand without allowing it to be knocked to the floor by another player. At the same time, you’ll work to knock other players’ pizzas to the ground.
2. Begin by balancing your flying disc like a pizza platter. On the start signal, begin walking and continue to balance your disc. When the teacher yells, “TAG!” begin working to knock other pizzas to the floor.
3. If your disc falls to the floor, complete 10 jumping jacks, rebalance your disc, and continue playing.

Modifications:

- Assign 3–5 players as “taggers.” Only taggers are allowed to knock pizzas to the floor.
- When a pizza falls to the floor, students move to the perimeter and speed walk laps. The remaining players continue until there is only 1 pizza left.

STANDARDS & OUTCOMES ADDRESSED

- ✔ **Standard 4 [E5.3-5]** Recognizes the role of rules and etiquette in physical activity with peers (3); Exhibits etiquette and adherence to rules in a variety of physical activities (4); Critiques the etiquette involved in rules of various game activities (5).
- ✔ **Standard 4 [E6.3-5]** Works independently and safely in physical activity settings (3); Works safely with peers and equipment in physical activity settings (4); Applies safety principles with age-appropriate physical activities (5).