

ALASKAN BASEBALL

STUDENT TARGETS

- **Personal & Social Responsibility:** I will demonstrate cooperation with teammates to successfully complete game-related tasks associated with Alaskan Baseball.

TEACHING CUES

- Work Together
- Move Safely
- Use Positive Language

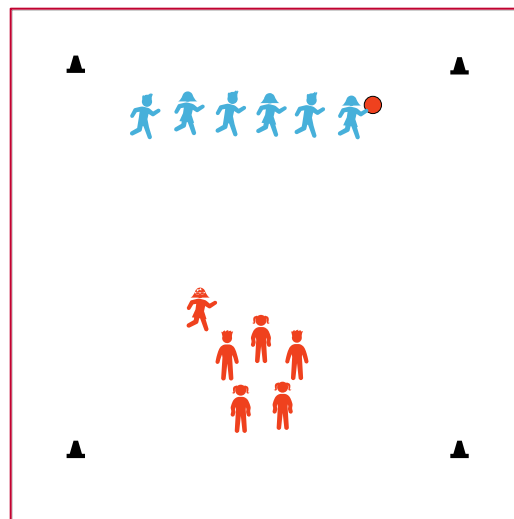
ACTIVITY SET-UP & PROCEDURE

Equipment:

- 1 soft, throwable object (rubber chicken or critter recommended)
- 4–8 cones

Set-Up:

1. Using cones as boundary markers, create a square-shaped space large enough to accommodate an overhand throw.
2. Create 2 equal teams; 1 team is the throwing team, the other is the fielding team.



Activity Procedures:

1. Today's activity is called Alaskan Baseball. The object of the game is to score runs by running around your team's circle while the other team fields an object that you will throw.
2. The throwing team will form a large circle (elbow to elbow). The fielding team will scatter in the activity space.
3. On the start signal, the 1st thrower throws the object away from the fielding team (inside the cones).
4. As soon as the object is thrown, the thrower runs around the outside of their team's circle. Every time he/she makes it around the circle, it counts as 1 run.
5. At the same time, the fielding team is fielding the object. They form a line behind the 1st person who picks up the object. Then they pass the object between their legs until it reaches the last person in line. Then, they turn around and pass the object overhead back up the line.
6. When the 1st fielder gets the object back, his/her team yells "STOP!" and the throwing team's runner stops. The throwing team yells out the score.
7. To restart, the fielding team becomes the throwing team and creates a running circle. The player who first fielded the throwable throws away from the new fielding team and the game continues.

Modification:

- Instead of forming a huddle circle, the members of the throwing team perform an exercise or locomotor movement in their area until the receiving team yells "STOP." Teams score runs by completing as many repetitions as they can.

STANDARDS & OUTCOMES ADDRESSED

- **Social Interaction** (6) Demonstrates respect for self and others in activities and games by following the rules, encouraging others, and playing within the spirit of the game or activity. (7) Demonstrates the importance of social interaction by helping and encouraging others, avoiding trash talk, and providing support to classmates.