

PICKLES IN THE PUMPKIN PATCH



Game by Kristen Stuber

LEARNING TARGETS:

- **Skill:** I will toss or roll foam balls using skill cues.
- **Cognitive:** I will discuss self-control during class discussions.
- **Physical Activity:** I will increase my heart rate during this activity.
- **SEL:** I will demonstrate self-control while competing and having fun.

TARGET VOCABULARY: Self-Control, Self-Regulation

EQUIPMENT NEEDED: 4 spot markers; 24 hula hoops; 1 foam ball or yarn ball per student; 1 cone per team to create a team patch

ORGANIZE SPACE: Create a large activity area with cones around the perimeter. Scatter hoops in the activity area. Place 4 hoops in the center of the area with spots inside each hoop.

ORGANIZE STUDENTS: Create equal teams of 3 to 6 players. Divide foam/yarn balls evenly. Give 1 team only the green balls (these are pickles).

PROCEDURES:

- **The Object:** The object of the game is to collect as many hoops (aka pumpkins) as you can by tossing a ball so that it lands and stays in the hoop. Center hoops can only be taken if ball stays on spots.
- **The Process:** On the start signal, all teams start tossing balls into the hoop (pumpkins). If a ball lands (and stays) inside a hoop, move to collect the hoop and bring it back to your team's area. If you miss with a toss, move to collect your ball and try again. If 2 balls land in a hoop at the same time, players use Rock, Paper, Scissors to determine who captures the pumpkin.
- The green team (the pickles) will use their green balls to try and knock other balls out of hoops before they're collected. The pickles are trying to see how long they can keep the pumpkins safe and in the patch.
- Simplify the game without a pickle team. How quickly can students collect all of the pumpkins?

SELF-REGULATION DISCUSSION STARTERS:

- What is self-control? How did you demonstrate self-control during this game?

