

CHARIOT RACE

STUDENT TARGETS

- **Skill:** I will safely pace my movements to match my teammates.
- **Cognitive:** I will find opportunities to praise the performance of my teammates.
- **Fitness:** I will be actively engaged in this Game Day challenge.
- **Personal & Social Responsibility:** I will accept all my teammates and praise their effort and contributions to our team.

EQUIPMENT & SET-UP

Equipment:

- 2 low-profile cones per group of 6–10 students
- 1 partner parachute and 1 foam ball per group

Set-Up:

- Use low-profile cones to create 2 parallel lines on opposite sides of the activity area.
- Create equal groups of 6–10 students.
- Each group starts behind their own cone, facing the cone on the other side of the area.



ACTIVITY PROCEDURES

1. This Community Connection activity is called *Chariot Race*. The object of the game is for each team to take their chariot around the cone on the opposite side of the activity area and back to the starting line.
2. On the start signal, each team will form a circle around the first person in line. Hold hands (or lock elbows) to keep the circle together. Then start walking as a group around the opposite cone and back to the starting line as quickly and safely as possible.
3. As soon as you're back to the starting line, change riders and quickly cross the activity area again. Continue changing riders until everyone has had a turn.
4. Now that you're really good at working together to race your chariots, we'll begin our balance races. On the start signal, your group will use a partner parachute to balance a foam ball while moving around the opposite cone and back to the starting line. Your team gets one point for each successful race to the opposite cone and back.
5. See how many points your team can earn before you hear the stop signal.

GRADE LEVEL PROGRESSION

- **Grade 3:** Play the activity as described above.
- **Grades 4 & 5:** Add fitness and challenges like bear walks, crab walk, soccer dribbles, etc.

TEACHING CUES

- **Cue 1:** Move together and stay together as a group.
- **Cue 2:** Praise your teammates for their effort.
- **Cue 3:** Keep a positive attitude.



CHARIOT RACE (continued...)

UNIVERSAL DESIGN ADAPTATIONS

- **UDL 1:** Allow students to have a peer partner as they move if needed.
- **UDL 2:** Utilize visual demonstrations by students as needed.
- **UDL 3:** Provide modified movements to ensure the activity is inclusive for all.

ACADEMIC LANGUAGE

Cooperation, Challenge, Enjoyment

PRIORITY OUTCOMES

Working with Others:

- **(Grade 3)** Works cooperatively with others.
- **(Grade 4)** Accepts players of all skill levels into the physical activity.
- **(Grade 5)** Accepts, recognizes, and actively involves others with both higher and lower skill abilities into physical activities and group projects.

DEBRIEF QUESTIONS

- **DOK 1:** How can you recognize good effort and good performance?
- **DOK 2:** How would you praise good effort? How would you praise good performance?
- **DOK 3:** How is praise related to feeling accepted by your teammates?