



FEED THE REINDEER

STUDENT TARGETS

- **Skill:** I will move safely through the activity space demonstrating respect for my classmates.
- **Cognitive:** I will describe how to use positive language with my partner.
- **Fitness:** I will stay actively engaged throughout activity.
- **Personal & Social Responsibility:** I will work safely with my classmates using positive language.

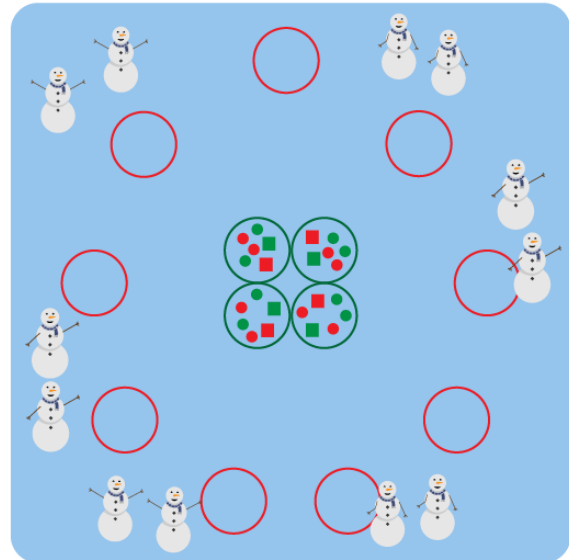
EQUIPMENT & SET-UP

Equipment:

- 13 hoops
- As many tossables (beanbags or foam balls) as available

Set-Up:

- Use 9 hoops to create a large circle around the perimeter of the activity area.
- Place 4 hoops at the center of the circle.
- Scatter tossable objects in the 4 center hoops.
- Pair students. Scatter pairs around the perimeter.



ACTIVITY PROCEDURES

1. Before the reindeer can fly to deliver presents, the elves have to feed them a good meal. You and your partner are elves.
2. The object of this game is to take 1 bag of food at a time (tossable objects) and drop them into the reindeer bowls (perimeter hoops).
3. On the start signal, move with your partner to pick up 1 tossable. The partner with the tossable cannot move. Move the food by tossing it to your partner and then moving toward a bowl to receive another toss.
4. Tosses can only be 5 feet in distance (you can only move 5 feet at a time). If you drop the bag of food, you must return it to the center hoops, collect a new bag and then try again.
5. Continue until all bags of food have been delivered to the reindeer bowls (hoops).

GRADE LEVEL PROGRESSION

- **Grades K-2:** Students can carry the bags of food to the hoops versus making tosses to move the objects.
- **Grades 3-5:** Play as described above. Increase the distance to the hoops based on the ability of your students.

TEACHING CUES

- **Cue 1:** Communicate with your partner using positive language.
- **Cue 2:** Make eye contact with your partner before tossing them an object.
- **Cue 3:** Only collect one object from the middle at a time.



FEED THE REINDEER (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Allow students to modify any movements as needed.
- **UDL 2:** Decrease the size of the activity space if needed.
- **UDL 3:** Use peer partners as needed.
- **UDL 4:** Provide verbal cues and visual demonstrations.

ACADEMIC LANGUAGE

Communication, Encourage, Praise

PRIORITY OUTCOMES

Working with Others:

- Shares equipment and space with others.
- Works cooperatively with others.

DEBRIEF QUESTIONS

- **DOK 1:** How can you praise the performance of your partner?
- **DOK 2:** How does it feel when you receive praise from someone that you respect?