



SNOWMAN RUN

STUDENT TARGETS

- **Skill:** I will apply movement concepts to safely chase or flee from my partner.
- **Cognitive:** I will identify ways to safely move when chasing or fleeing.
- **Fitness:** I will stay actively engaged during the activity.
- **Personal & Social Responsibility:** I will demonstrate ways to support and encourage my teammates.

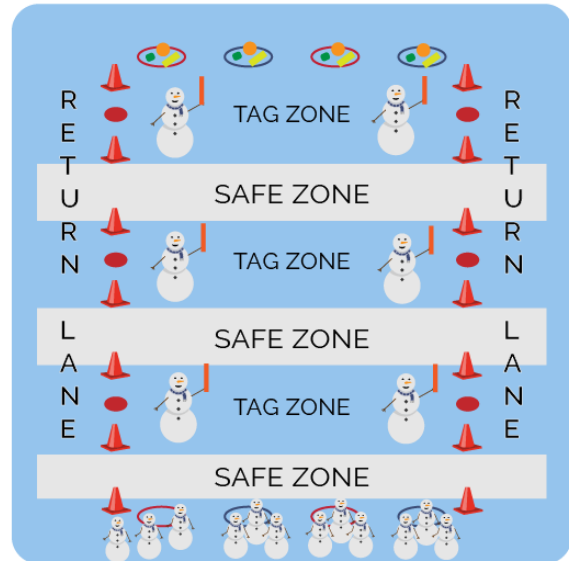
EQUIPMENT & SET-UP

Equipment:

- Variety of objects (e.g., bean bags, foam balls)
- 6 cut foam noodles
- Red spots or dome cones to mark "Tag Zones"
- Medium sized cones for returning lanes
- 2 hoops per team of 3
- Music and music player

Set-Up:

- Create teams of 3 students. 2 teams will begin in middle as defenders (total of 6 students). 2 defenders will be in each tagging zone with foam noodles.
- Set up a starting line with a hoop for each team.
- On opposite end, place hoops with a variety of objects.
- Use medium sized cones to delineate the return lanes and low-profile cones to delineate the 3 tagging zones on both sides of activity space.



ACTIVITY PROCEDURES

1. This activity is called The Snowman Run. The object is to prevent the snowmen from melting by making it through all 3 tag zones without being tagged. The snowmen get to collect ice (objects) if they make it across without being tagged.
2. Each team will line up behind a hoop. On the start signal, one person from each team will attempt to make it across all 3 tag zones to the other side of the activity area without being tagged. Only one person from each team can attempt to go through at a time.
3. Taggers cannot leave their assigned zone.
4. If you are tagged in any tag zone, you will move to the outside return lanes to go back to your team's hoop. There are safe zones between each tag zone as you move through.
5. If you make it through without being tagged collect one block of ice (object) from a hoop and use the return lanes to come back.
6. You will continue to send one teammate at a time through the tag zones to collect as many blocks of ice as you can to keep the snowmen from melting. The 2 teams with the most ice collected will be our taggers for the next round.

GRADE LEVEL PROGRESSION

- **Grades K-2:** Play as described above but use 2 tag zones instead of 3.
- **Grades 3-5:** Play as described above.

TEACHING CUES

- **Cue 1:** Communicate with your teammates using positive language.
- **Cue 2:** Team up with other classmates to have more than one person moving through at a time.
- **Cue 3:** Only collect one block of ice at a time.



SNOWMAN RUN (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Allow students to modify any of the locomotor 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, Cooperation, Safety

PRIORITY OUTCOMES

Working with Others:

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

DEBRIEF QUESTIONS

- **DOK 1:** Give an example of how your team used communication skills in this activity.
- **DOK 2:** How did communication affect your team's ability to move through successfully?
- **DOK 3:** How is communication related to teamwork?