

FIELD DAY

MAY 12, 1994

LIST OF STATIONS / RELAYS

1. Dribble Relay - Dribble the playground ball down around the cone and back to the line. Give the ball to the next person.
2. Bean Bag Relay - Balance the bean bag on your head. Run down around the cone and back to the line. Give the bean bag to the next person. If the bean bag falls off, stop put it back and continue.
3. Cage Ball Roll - Roll the cage ball down around the cone and back to the next person in line.
4. Hula Hoop Relay - Run down and pick up the hula hoop and make it go around your waist 5 times. Go back and touch the next person in line.
5. Jump Rope Relay - Run down and pick up a jump rope and jump 5 times. Run back and touch the next person in line.
6. Jack Rabbit Relay - Players run down around the cone, with a wand, and back. The runner and the next player pass the wand under the players in the line.
7. Tug-of-War - Best 2 out of 3 or best 3 out of 5.
8. Rest Area - This is the best time to get a drink and use the rest room. We will use the water fountains and restrooms in the upper hall at this rest area.
9. Playground Equipment - Students play on the playground equipment at this station.
10. Inchworm Relay - Run to the first hula hoop, pick it up, run through the rest of the hoops, put your hoop at the end of the others. Run back and touch the next person in line.

11. Dizzy Dean Relay - Run down to the cone and pick up the bat. Keep one end on the ground and put your forehead on the other end of the bat. Go around the bat 3 times, drop the bat and run back to your line.

12. Hula Hoop Obstacle Course - Run through the standing hula hoops, pick up the bean bag, balance it on your head and spin around 2 times, then go down and ring the bell. Go back to the line, go through the hula hoops.

13. Starburst & Spoon/Tennis Ball Relay

- Starburst - Run down to the chair pick a starburst run back to the line and eat the starburst.

Spoon/Tennis ball - Balance the ball in the spoon and walk rapidly down around the cone and back to the line. If the ball rolls off, stop, put it back on and continue.

14. Rest - This is the best time to go to the restroom and get a drink. We will use the restrooms and water fountains in the lower hall at this rest station.

At the end of the day classes will be reunited with their teacher. We will hand out pop at this time. Teachers will get students ready to get on the bus.

FIELD DAY



1995

FIELD DAY

MAY 5, 1995

LIST OF STATIONS / RELAYS

1. Pan for Gold - A bucket filled with pennies is about 15 feet away from the first player in line. The first player runs to the bucket, picks up one penny, and runs back to tag the next player in line. The pennies are placed in an empty egg carton. When 24 pennies are collected the relay is finished.
2. Paul Bunyan's Ring Toss Relay - A cone is placed about 10 feet from the first player in line. The first player has 2 hula hoops. The first player will attempt to ring the cone with a hoop. If successful on the first try, the player gets the hoop and gives both to the next player. If unsuccessful, the player runs to the hoop, stands in the hoop and tosses the second hoop at the cone. continue until the cone is rung.
3. Rid'em Cowboy and Cowgirl -A cone stands about 30 feet away. The first player in line straddles the broom. On a signal the player gallops around the cone and back to the next player in line
4. Dribble relay -Dribble the ball down around the cone and back to the line. Hand the ball to the next person in line.
5. Wrangler Obstacle Course - The first student runs to the hula hoops, places one foot in each hoop, runs, or crawls through the box. They jump over the mat, runs a zig zag pattern through the cones and goes back to touch the next person in line.
6. Jack Rabbit Relay - Players run down around the cone, with a wand, and back. The runner and the next player pass the wand under the players in the line.
7. Tug-of-War - Best 2 out of 3 or best 3 out of 5.
8. Rest Area - This is the best time to get a drink and use the rest room. We will use the water fountains and restrooms in the upper hall at this rest area. **Hop Scotch**
9. Playground Equipment - Students play on the playground equipment at this station.

10. Inchworm Relay- Run to the first hula hoop, pick it up, run through the rest of the hoops, put your hoop at the end of the others. Run back and touch the next person in line.

11. Custodian Relay - On a signal, the first player will sweep the ball around the cone and back to the next player in line.

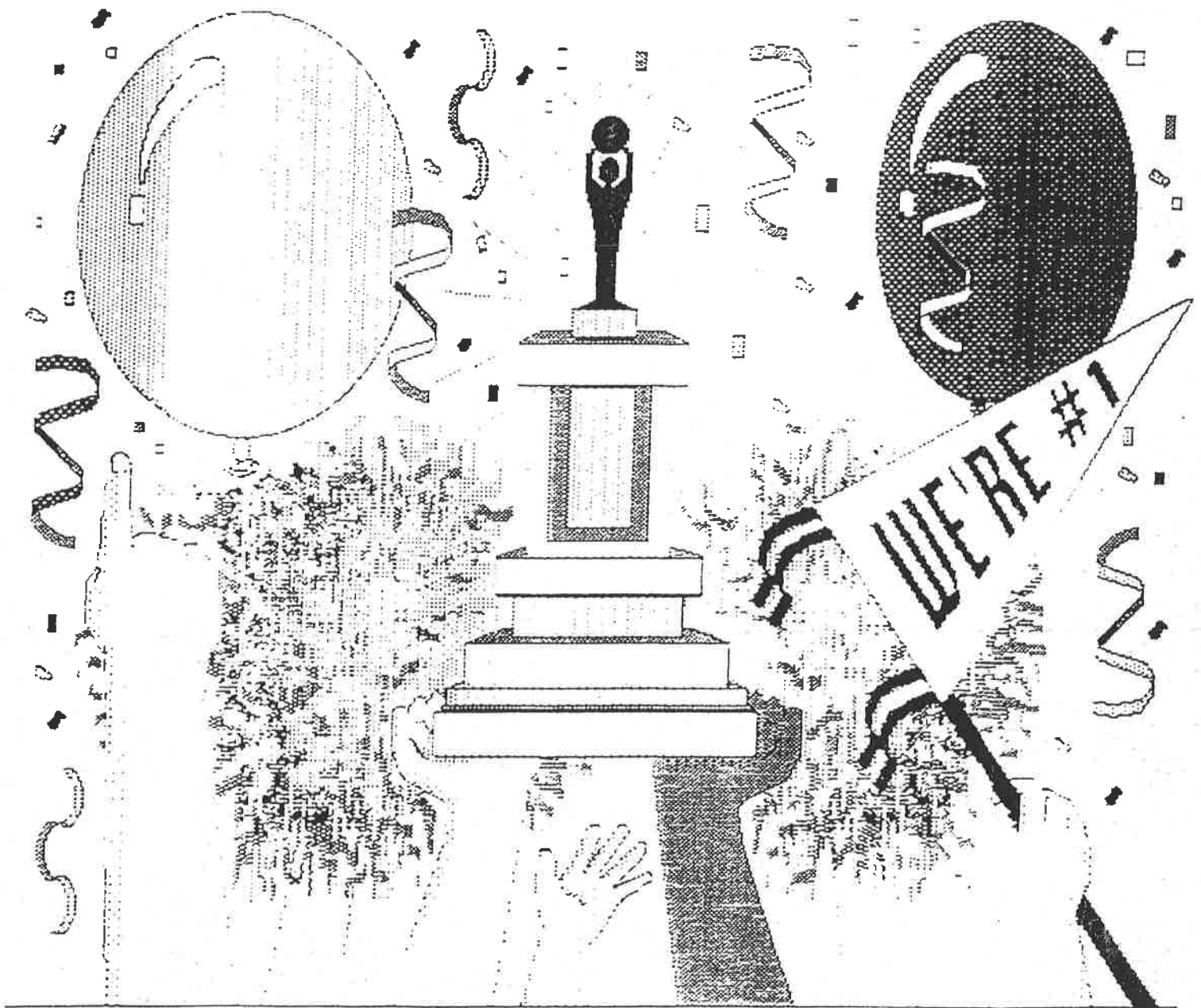
12. Rescue Worker Relay - The first person walks over the balance beam, jumps over the hurdle, goes through the hoop, squeaks the duck and then runs back to touch the next person in line.

13. Lab Technician - On a signal, the first person, standing by the water bucket, will fill the test tube with colored water. The test tube is passed down the line and poured into the beaker by the last player in line. The last player runs to the front of the line dips the test tube in the bucket as the relay continues.

14. Rest - This is the best time to go to the restroom and get a drink. We will use the restrooms and water fountains in the lower hall at this rest station. **Marble Count - guess the number of marbles in the jar.**

At the end of the day classes will be reunited with their teacher. We will hand out pop at this time. Teachers will get students ready to get on the bus.

FIELD DAY



1996



FIELD DAY
MAY 3, 1996

LIST OF THE STATIONS / RELAYS

1. Ball Feet Carry - Students are seated in 2 rows of chairs, facing each other. A ball is placed between the feet of the first player. Students pass the ball down the row of chairs and back using their feet only.
2. Bridge Balancing - Everyone must hold hands and cross the bridge together. How quickly can your team perform this challenge?
3. Breakthrough - Players zig - zag through the cones carrying a football. When they get to the end they throw the football to the next person in line. They go the end of the line.
4. Hoop Throw - Students try to throw the hoops around the legs of an upside chair from a starting line. Each student gets 3 throws.
5. Gone Fishing - Using the rod the student must catch a fish.
(land the ring around pop bottle neck and stand the bottle up)
6. Laundry Hang Up - Students take turns hanging up clothes. After all the clothes are hung up, have another race to return the clothes to the clothes basket.
7. Tug-of-War - Best 2 out of 3, or 3 out of 5.
8. Rest Area - This is the best time to get a drink and use the rest room. We will use the fountains and restrooms in the upper hall at this rest area. Hop Scotch.
9. Playground Equipment - Students play on the playground equipment at this station.
10. Scoop a Bag - The students work in pairs. The students scoop a bean bag back and forth for a set time: count the number of catches.
11. Rackets Up - The students work in pairs. Partners pick up the tennis ball with their rackets. Keeping the ball between upright rackets the partners move down around the cone and back to the line.
12. Fill it up - Students carry a sponge full of water and squeeze it into a coffee can. The team that fills the can first wins.

13. Traveling Salesperson - The first person will run with the loaded suitcase to their milk crate. Dump the contents into the crate and return with the empty suitcase. The second person takes the empty suitcase and reloads it.

14. Starburst & Spoon / Tennis ball Relay -

Starburst- Run down to the chair, pick up a starburst, run back to the line and eat the starburst.

Spoon/Tennis ball Relay - Balance the ball on the spoon. Walk rapidly down around the cone and back to the line. If the ball rolls off, stop, put the ball back on the spoon and continue.

15 Rest - This is the best time go to the restroom and get a drink. We will use the restrooms and water fountains in the lower hall at this rest station. M&M Count. Guess the number of M&M's in the jar.

At the end of the day classes will be reunited with their teacher. We will hand out pop at this time. Teachers will get students ready to get on the bus.

FIELD DAY



1997

FIELD DAY

MAY 2, 1997

LIST OF STATIONS / RELAYS

1. Pan for Gold - A bucket filled with pennies is about 15 feet away from the first player in line. The first player runs to the bucket, picks up one penny, and runs back to tag the next player in line. The pennies are placed in an empty egg carton. When 24 pennies are collected the relay is finished.
2. Paul Bunyan's Ring Toss Relay - A cone is placed about 10 feet from the first player in line. The first player has 2 hula hoops. The first player will attempt to ring the cone with a hoop. If successful on the first try, the player gets the hoop and gives both to the next player. If unsuccessful, the player runs to the hoop, stands in the hoop and tosses the second hoop at the cone. continue until the cone is rung.
3. Rid'em Cowboy and Cowgirl -A cone stands about 30 feet away. The first player in line straddles the broom. On a signal the player gallops around the cone and back to the next player in line
4. Dribble relay -Dribble the ball down around the cone and back to the line. Hand the ball to the next person in line.
5. Wrangler Obstacle Course - The first student runs to the hula hoops, places one foot in each hoop, runs, or crawls through the box. They jump over the mat, runs a zig zag pattern through the cones and goes back to touch the next person in line.
6. Jack Rabbit Relay - Players run down around the cone, with a wand, and back. The runner and the next player pass the wand under the players in the line.
7. Tug-of-War - Best 2 out of 3 or best 3 out of 5.
8. Rest Area - This is the best time to get a drink and use the rest room. We will use the water fountains and restrooms in the upper hall at this rest area. **Hop Scotch**
9. Playground Equipment - Students play on the playground equipment at this station.

10. Inchworm Relay- Run to the first hula hoop, pick it up, run through the rest of the hoops, put your hoop at the end of the others. Run back and touch the next person in line.
11. Custodian Relay - On a signal, the first player will sweep the ball around the cone and back to the next player in line.
12. Rescue Worker Relay - The first person walks over the balance beam, jumps over the hurdle, goes through the hoop, squeaks the duck and then runs back to touch the next person in line.
13. Lab Technician - On a signal, the first person, standing by the water bucket, will fill the test tube with colored water. The test tube is passed down the line and poured into the beaker by the last player in line. The last player runs to the front of the line dips the test tube in the bucket as the relay continues.
14. Rest - This is the best time to go to the restroom and get a drink. We will use the restrooms and water fountains in the lower hall at this rest station. **Marble Count - guess the number of marbles in the jar.**

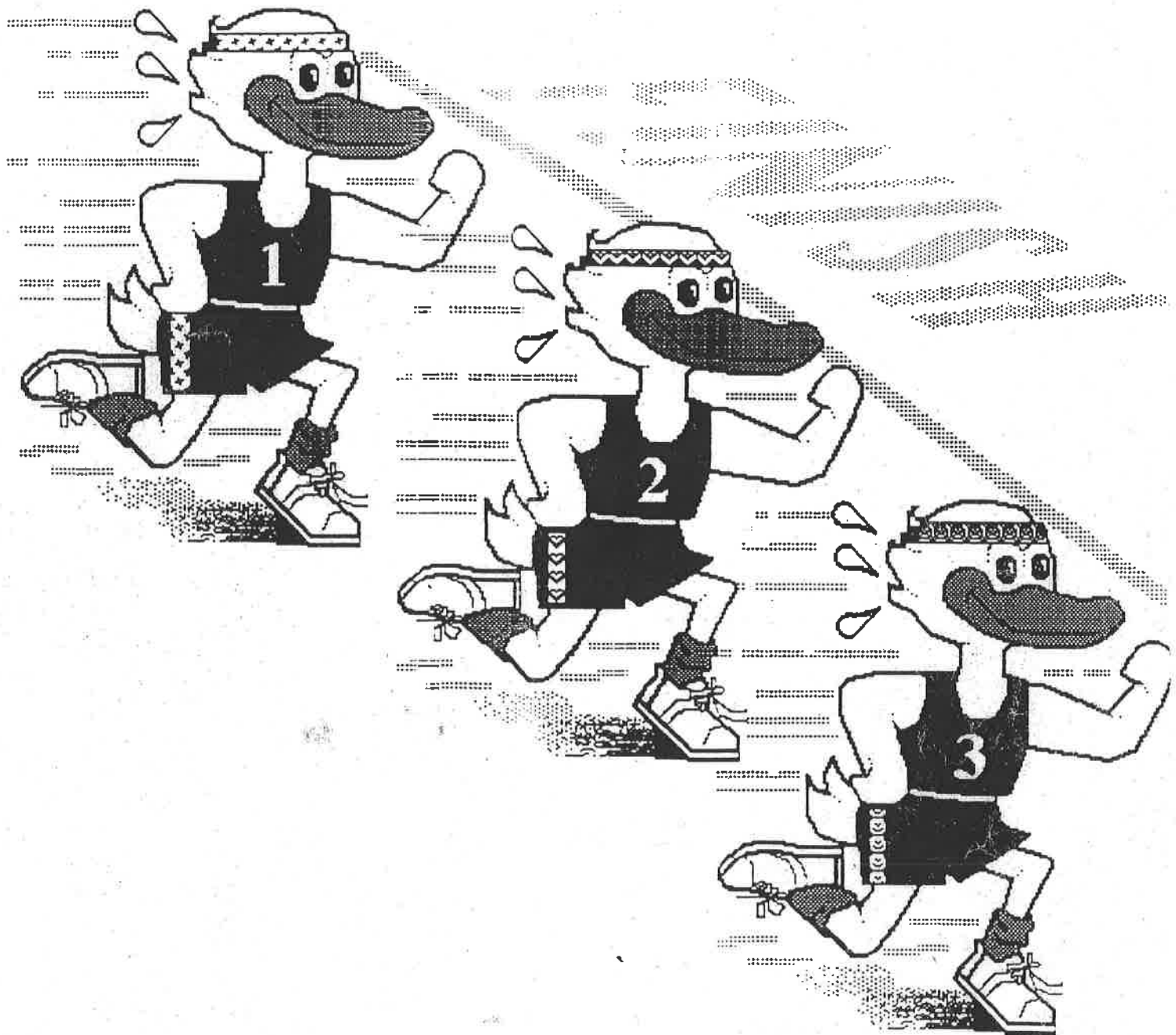
At the end of the day classes will be reunited with their teacher. We will hand out pop at this time. Teachers will get students ready to get on the bus.

FIELD DAY
MAY 7, 1999

LIST OF THE STATIONS / RELAYS

1. **Fill it up** - Students carry a nerf ball full of water and squeeze it into a paint bucket. The team that fills the bucket first wins.
2. **Soccer dribble relay**- Students dribble the soccer ball (with their feet) down around the cone and back to the next person in line.
3. **Breakthrough** - Players zig - zag through the cones carrying a football. When they get to the end they throw the football to the next person in line. They go the end of the line.
4. **On the green(putting)**- Students use a hockey stick to putt a volleyball into the hula hoop. two tries each time.
5. **Dribble Relay**- Dribble the ball down around the cone and back to the line. Hand the ball to the next person in line.
6. **Bowling**- Students get two attempts (rolls) to knock down all the pins.
7. **Basket shoot**- Students get 2 attempts from any of the circles on their side of the basket.
8. **Rest Area** - This is the best time to get a drink and use the rest room. We will use the fountains and restrooms in the upper hall at this rest area. Hop Scotch.
9. **Playground Equipment** - Students play on the playground equipment at this station.
10. **Baseball toss**- Students work in pairs. The students scoop a rag ball baseball back and forth for 20 seconds. Then switch partners. count the number of catches.
11. **Rackets Up** - The students work in pairs. Partners pick up the tennis ball with their rackets. Keeping the ball between upright rackets the partners move down around the cone and back to the line.
12. **Broom Ball**- On the signal the first will sweep the ball down around the cone and back to the next person in line.
13. **Football Target throw** - Students try to throw 3 footballs into the targets.

FIELD DAY
MAY 1, 1998



A DAY AT THE RACES !!!

FIELD DAY
MAY 1, 1998
A DAY AT THE RACES

LIST OF STATIONS / RELAYS

- EP5 ✓ 1. Fire Bucket Relay- The first player in line has 20 tennis balls (water) and a bucket. One tennis ball is placed in the bucket. The bucket is passed from player to player. When it gets to the last player, the buckets emptied and passed back to the front of the line. The first team to get all the tennis balls passed down the line wins.
2. Score! Each player gets to kick three soccer balls and score a goal. Change the spot for each new round.
3. Barrel Racing - Each player rides their horse around the barrels and straight back to the finish line.
- EP5 ✓ 4. Recycle Race- Plastic bottles are placed about 30 feet in front of each team. A cardboard box (recycle bin) is placed next to the first player in line. One by one, each player in line will run to get a bottle and put it in the bin. The relay is over when a team is able to collect all of their bottles.
5. Tour De Trikes- On the signal to start, the first racer gets on the bike and completes the marked course. If a student is unable to pedal, the student can use their feet to move. Upon returning, the first rider gets off the bike as the next rider repeats the relay.
6. Americas Cup - (in the gym) On the signal to start, the first person in each team runs toward the pan filled with water. This person places the ping pong ball at one end of the pan and sails her ping pong ball across the pan by blowing on it. The player picks up the ball and returns to the starting line. All the players have a turn.
7. Pinewood Derby races (in the gym) - Each player will pick a car and race against another player from the other team.
8. Rest Area -(PIT STOP) This is the best time to get a drink and use the rest room. We will use the water fountains and restrooms in the upper hall at this rest area. **Hop Scotch**
9. Playground Equipment - Students play on the playground equipment at this station.

SW 10. Pizza Delivery Race- Each player will carry a pizza box down around the cone and back to the starting line

EPs 11. Sprint Nationals- On the signal to start, the first player on each team steps into the team's car and begins racing down around the cone and back again. The driver steps out of the car and the next driver steps in.

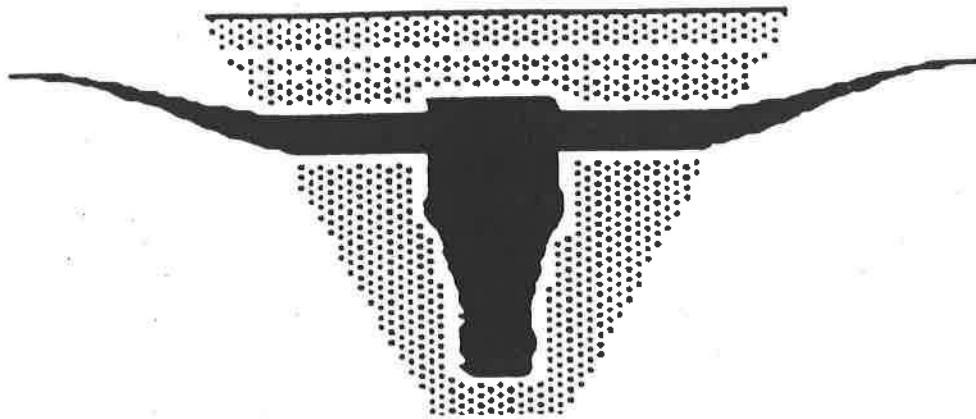
EPs 12. Tire 500 - Each player will hand roll an automobile tire around the four cones. Each player will have a turn.

13. Starving Artist Race- The first player dips their brush in some paint, and walks down to the easel. They paint on the paper provided and take the brush back to the next player in line.

14. Rest - This is the best time to go to the restroom and get a drink. We will use the restrooms and water fountains in the lower hall at this rest station. **Marble Count** - guess the number of marbles in the jar.

At the end of the day classes will be reunited with their teacher. We will hand out pop at this time. Teachers will get students ready to get on the bus.

RODEO DAYS



FIELD DAY
MAY 5, 2000

FIELD DAY
MAY 5, 2000

LIST OF STATIONS

1. **Fire Brigade** - Students fill a glass with water and pass it down the line . The last person in line dumps the water into a bucket, then runs to the other end and fills the glass again. The first team to fill their bucket wins.
2. **Horse shoes** - Students stand behind the hula hoop. Try to toss the rubber horseshoes into the same colored hula hoop. Your partner tosses them back. SCORE: 2 points - inside the hula hoop; 1 point - touching the hoop. Play to 11 points.
3. **Pole Bending** - Get on your Horse (Foam Noodle) and weave through the cones down and back. When everyone on the team has gone hey sit down.
4. **Cow chip tossing** - Toss the cow chips (brown bean bags) into the wheelbarrow. Start at one of the spots. You get three chances.
5. **Panning for gold-** A bucket filled with water and 30 pennies is about 15 feet away from the line. The first player in line runs to the bucket, picks up one penny and runs back to tag the next person in line. The pennies are placed in an empty egg carton. When 24 pennies are collected the relay is over.
6. **Ribbon Pairs** -(in the GYM) You and a partner are both sitting on a scooter. Both partners hold one end of the ribbon. Weave through the cones down and back without letting go of the ribbon. Both partners must be moving at all times.
7. **Scooter Barrel Racing** - You may sit down or lay down on the scooter. Start at the spot and follow the arrows around the barrels (cones). Give the scooter to the next person in line.
8. **Campfire (rest area)** - Come sit a while around the campfire, get a drink of water, use the rest room. Sit down and look at some books.
9. **Playground Equipment** - Students will play in the playground area
10. **Rope Spinning** - Each team takes a turn at spinning the rope, Someone will be here to demonstrate and to help with this event.
11. **The great wagon race** - The first player places the rope around their waist. On the signal to go they drag the tire down around each cone and back to the next person in line. The first team to complete the race wins

12. Saddle up - Two people run down and put on the saddle blanket and saddle on the horse (sawhorse) . The blanket and saddle are about 5 feet away from the horse. Then they take the blanket and saddle off and set them on the ground.

13. Barrel Race - Start at the spot and follow the arrows around the barrels (cones). Give the horse to the next person in line.

14. Steer Roping - Each team stands behind the throwing line. Using a rope tied to a hula-hoop, the object is to toss the hula hoop over the steer's horns. You get 3 chances.

15. Campfire (rest area) - Come sit a while around the campfire, get a drink of water, use the rest room. Check out the horses.

Field Day
May 4, 2001

List of stations

1. **The Oklahoma State Cowboy Horseshoe Pit:** Students stand behind the hula hoop. Try to toss the bean bag into the hula hoop on the other side. The partner tosses them back. SCORE: 2 points – inside the hoop, 1 point if the bean bag is touching the hoop. Play to 11 points.
2. **Texas Longhorns Bull Riding:** Students bounce on the hoppity hops down around the cone and back.
3. **Kansas Jayhawk Basketball Dribble Relay:** Students dribble the ball down around the cone and back to the line. They give the ball to the next person.
4. **Texas A & M Aggies Nerf ball toss:** Students pair up and toss a wet nerf ball back and forth. If they both catch the ball then they move back a step. When they reach the cone they start moving forward.
5. **Oklahoma Sooners Boomer Sooner Wagon Race:** Students step inside a box and carry it down around the cone and back to the next person in line.
6. **Baylor Bear Salmon Fishing:** Students will use the fishing pole to catch a fish (land the ring around the pop bottle neck and stand the bottle up)
7. **Iowa State Cyclone Spin Relay:** Students run down to the cone and pick up the bat. Keep one end on the ground and put your forehead on the other end of the bat. Go around the bat 2 times, drop the bat and go back to your line.
8. **Rest Station Lower hall:** This is the best time to get a drink and use the rest room. Students may play hopscotch at this station after they get their drink.
9. **Colorado Buffalo playground:** Where the Buffalo roam and the deer and the antelope play. Students play on the playground equipment.
10. **Missouri Tigers, Tiger Paws Relay:** Students are seated in two rows of chairs, facing each other. A ball is placed between the paws (feet) of the first person. Students pass the ball down the row of chairs and back using their feet only.
11. **Kansas State Wildcats Touchdown Relay:** The first player carries the football through the hula hoops, around the cones, back over the hurdles and hands off to the next person in line.

12. **Nebraska Cornhuskers Big Red relay:** Run down to the cone and jump the red rope 5 times tag the next person. Next time down use the red hula hoop around your waist 10 times. The 3rd time down bounce the red ball 5 times.
- 13 **Texas Tech Red Raider jack rabbit relay:** Players run down around the cone and back, the next player in line is holding a wand. The two players pass the wand under the other players in their line.
- 14 **Rest station Upper Hall:** This is the best time to get a drink and use the rest room.

Down On The Farm

315
6
90

turn
all

fill

11

Field Day

Friday May 1

SCV 1:30 - 3:00

11/16

11/11

11/11

GAMES

Station # 1: Cow Milking - The first person in line holds the ring and runs to the milking stool and sits down. They put down the ring and pick up the sponge, soak it in the water bucket, and squeeze the water into a bucket. They take the ring back to the next person in line. The team that fills their bucket first or with the most milk (water) in their bucket wins.

Station #2 Chicken scratch- Each team has to decide what animal they will be. The animal they choose will determine what sound they will make. If a team decides to be a dog then they will bark, a lion they roar etc. One person from each team is blindfolded and stands in the center of 4 cones. Bean bags are scattered inside the 4 cones. Each team is told what color bean bag their team has to pick up. On the signal to go the blindfolded players will walk and pick up their team's bean bags. When they get close to one of their bean bags their team will make the animal noise to let them know they are close.

Station #3 Mouse Escape - Each team has three tennis balls. The first person in line tries to help the mouse (tennis ball) get back into its hole by rolling the tennis ball through the mouse hole. The team that gets the most mice back into the hole wins.

Station #4 Gopher Holes Students use a hockey stick to hit a tennis ball into the Gopher Hole (coffee can). When the first player is done they bring the hockey stick to the next person.

Station #5 Corn Chucking- The first person will stand by the cone and hold a corn cob in their hands. They attempt to throw the corn cob as far as possible backwards over their head. The corn cob must land inside the marked area.

Station #6 Bean Bag Balance - Students line up at the chair. Students attempt to walk around the cone and back while balancing one bean bag on their head. If successful the next time they go they will balance two beanbags on their head. If successful the next time they will balance three beanbags on their head. Students are not allowed to touch the beanbags with their hands. The cone is placed about 10 yards away.

Station #7 Frog Jumping - The first person in each line places their frog on the playground ball. They drop the ball and try make the frog jump into the bucket of water. They get the frog and give the frog and the ball to the next person in line. The team that makes the most frogs wins. Everyone goes once.

Station #8 Out house/Rest Station: This is a good time for students to get a drink, use the restroom.

Station #9 Cow Patty : The "cow patty mine field" consist of (cow patties), bean bags spread out across the playing area. The first student in each line is blindfolded. The next person in line will talk the blindfolded person across the field without touching any of the patties. If a patty is touched or if they make it across the talker will be blind folded and the next person in line will be the talker. The team with the most people making it across will win. They have 1 minute to make it across.

Station #10 Frog Trolley Students attempt to transport frogs from one hula hoop to another one. The frog is carried between the student's backs without using their hands. Students walk in pairs.

Station #11 Pancake Flipping- The first student places a polyspot on the face of a racquet. Toss the polyspot into the air (with a little flip) and attempt to catch it on the racquet (3 times). Then give it to the next player. The next game they will walk down to the cone and back while flipping the polyspot.

Station #12 Driving the pigs to market- On the signal to start, the first person begins using the stick to push the ball (pig) to the cone and back. When they get back the next person goes. Remind the students that the stick is used to push, not hit, the ball. Students are not allowed to swing the stick

Station #13 Horseshoes- Give each student 2 tries to ring a horseshoe on the stake. Students do not walk through the middle of the horseshoe game

Station #14 Hog Calling! - Each student will try their hand at hog calling using the microphone from a karaoke machine. Mrs. Moyer's will be here to help out.

Station #15 Out house/Rest station Lower Hall: This is a good time for students to get a drink, use the restroom and rest.

Field Day

1:00 PRES students load buses and travel to SCV. PRES students unload and go to the blacktop with the SCV students and teachers

1:20-1:30 Students and teachers are placed at their stations for field day. **Please do not start your activity until all of the groups are in place**

1:30-2:55 Field day. Groups will rotate in numerical order (1 to 2, 2 to 3 etc.) from station to station when the whistle blows, about every 6 minutes.

2:55-3:10 students will go back to the blacktop, where they started with their teacher. Each class will be called to get a pop-sickle

3:10- Load buses and go home

Teachers not assigned to a group can travel with a group or take a group for 2 or 3 rotations to give another teacher a break.

Teachers and 5th grade helpers will stay with their group all afternoon. The 5th graders will explain the game at each station. They may even join in from time to time. The teacher should help out if there is a problem. If you have a student in your group that will not cooperate please send them to me, Mr. Beying or Mrs. Wilson.

Thank you for helping out with field day. I appreciate you taking the time to be here and making this a fun afternoon for the kids.

42

$$\begin{array}{r} 8 \\ 6 \\ \hline 148 \\ 48 \\ \hline 96 \end{array}$$

$$\begin{array}{r} 68 \\ 54 \\ \hline 152 \\ 60 \\ \hline 212 \end{array}$$

$$\begin{array}{r} 24 \\ 10 \\ \hline 48 \\ 24 \\ \hline 288 \end{array} - 240$$

Color Team

Field Day

RED VS Blue

2003

7 ~~||||~~ ||||

6 ~~||||~~ ~~||||~~ ~~||||~~ 1.

$$\begin{array}{r} 178 \\ 60 \\ \hline 248 \end{array}$$

$$\begin{array}{r} 316 \\ 6 \\ \hline 96 \\ 63 \\ \hline 159 \\ 60 \\ \hline 219 \end{array}$$

24 in a box
 $\frac{240}{10}$ pop. sick)

$$\begin{array}{r} 214 \\ 97 \end{array}$$

$$\begin{array}{r} 1110 \\ 2000 \\ 50 \end{array}$$

60
40

$$14 \sqrt{100 \text{ min}}$$

Gone ~~WADON~~ 2842
5 Hg 2 3 5 9 12 13

Games

JVD ✓ 1.
Hg Hg
P

Babble - One person from each team runs down, gets two letter, brings them back to the team, gives the ring to the next person so they can go. After all the letters are gone each team makes as many words as they can from the letters they have. Letters can only be used once. Each letter in a word is worth one point. Words 5 letters long or more are worth double points. Team with the most points wins.

4J 4D 4V ✓ 2.

Jump Rope Bunch - The fifth graders or teachers turn the rope. The rope is turned once with one jumper inside. This person will jump only once. The next person stands inside with the first jumper and they jump twice. 3 times for 3 people, 4 times for 4 people etc. If they miss start over with the next person jumping once.

4J 4D 4V ✓ 3.

Tic Tac Toe - Both teams will play human tic Tac toe. One player from red goes and then one player from the blue team. Who will get the most wins? Red, Blue or Cat.

JVD ✓ 4.
Hg Hg
P

Standing long jump - Students must jump from 2 feet, landing on two feet. Add up the distances of both teams. The team that jumps the farthest wins.

4D 4V ✓ 5.
4J

Rat Tag - One jump rope for each person. Students all tuck a rope in at their waist (in back) so that it hangs and touches the ground. On the signal to begin, each tries to step on the tail of the other team. Tails that come out must be left on the ground. No hands. The team that has the most tails in at the end of the game wins. They must stay inside the playing area.

JDV ✓ 6.
Hg Hg
P

Fling it - The first two players use the fling it net to toss 2 gatorskin balls to their team. If caught the ball is placed in the hula hoop. Then the next two players go. The team with the most gatorskin balls in their hoop wins.

✓ ✓ 7.

Wet sponge throw - Students reach in the bucket and grab the wet sponge. They throw it at the target on the wall. If they hit the target they get 5 points. Each student will throw one time, retrieve the sponge for the next person. Most points wins.

8. Rest Station (upper hall) - This is the best time for students to use the rest room and get a drink. They may use the playground equipment at this rest station.

4J 4/4D 9. Limbo - Students play limbo here. The stick lowered after each round.

4J DV ✓ 10. Bulls Eye - Hula Hoops are scattered at various distances from the throwing line. The first person will try to throw one bean bag into a hula hoop. If successful the thrower will get the bean bag and the hula hoop. They bring the bean bag to the next person and the hula hoop behind the line. If the bean bag does not land in a hoop then they just get the bean bag and take it to the next person in line. Team with the most hoops wins.

3 DV ✓ 11. Matching relay - The first 2 people in line run to the Frisbees and turn one over hoping to match the number or the picture on the back. If they match, the team keeps the Frisbees. When they go back to the line the next 2 runners can go. If they do not match, they leave the Frisbees there. Helpers will spread out the Frisbees after the game is over. Matching Frisbees should be kept behind the line.

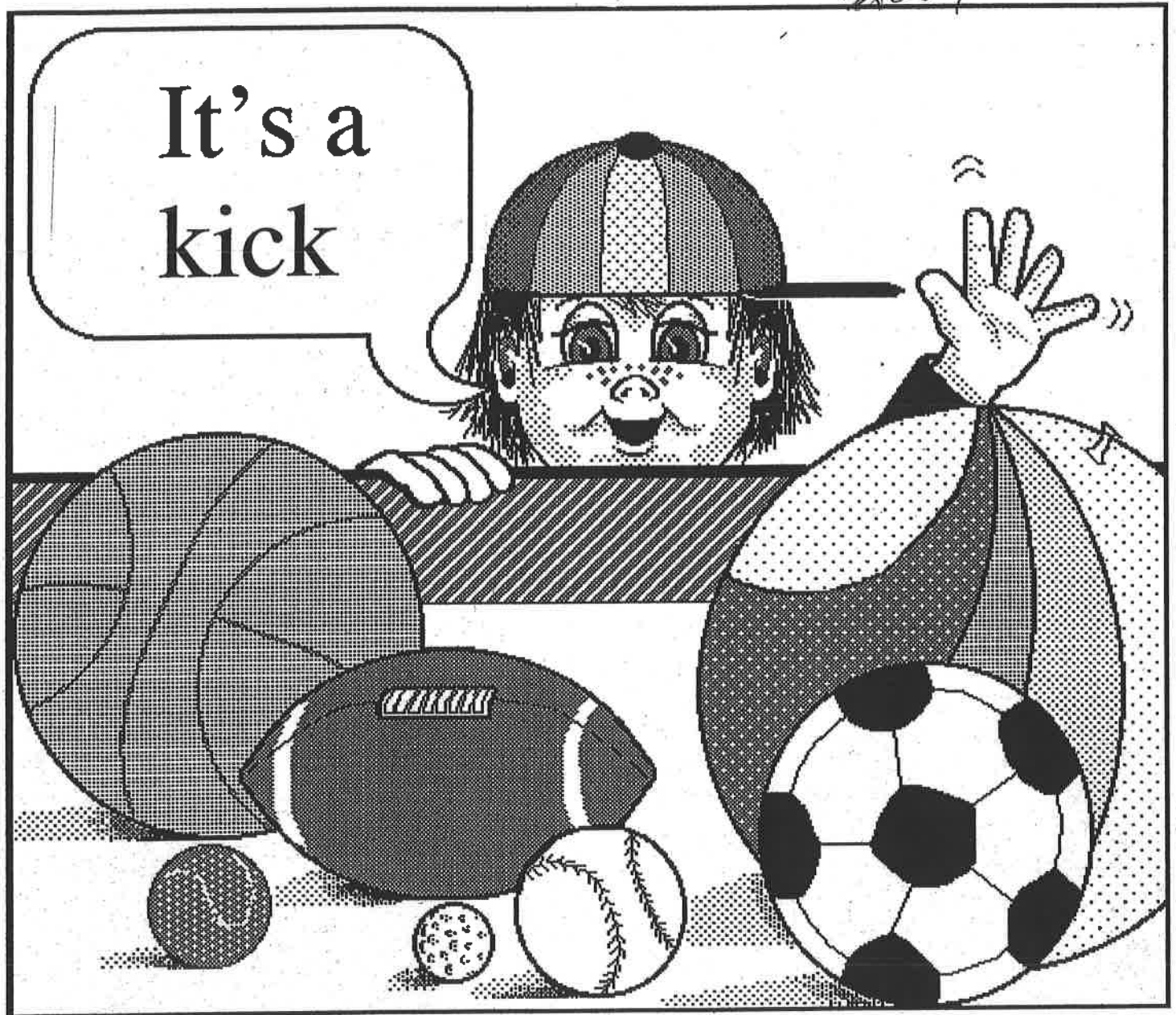
12. Plunger ball carry - The first person in line places the ball in the cup end of the plunger. Holding the stick the student runs to the cone and back without dropping the ball.

4D 4W 13. Inch worm relay - Run to the first hula hoop, pick it up, run through the rest of the hula hoops, put your hoop at the end of the others. Run back and touch the next person in line.

14. Rest Station - (Lower Hall) This is the best time for students to use the rest room and get a drink. They may use the playground equipment at this rest station.

Field Day

2004



Friday May 14
at SCV

LIST OF THE STATIONS / RELAYS

- 1 Dice Kickers -** The first student in each line will kick the dice. When the dice stop rolling the student with the highest number wins. The second time through the students with the lowest number wins. The third time through have each team add up each roll, the team with the highest total wins. Fourth time through add each kick and the lowest score wins.
- 2 Foot bowl**
Each student will get two kicks to knock down 10 bowling pins. If all the pins are knocked down with one kick they do not get a second kick. The pins are set up for the next bowler. The team with the most pins knocked down wins.
- 3 Jump for Gold -** The playing area is divided into 3 sections. The Gold medal is on one end, the silver medal is in the middle and the bronze medal is opposite the gold. All students begin in the bronze medal area. Students find a partner (blue Vs gold) and play jumping rock, paper scissors. Jump 3 times and land with feet one of 3 ways: together for rock, straddle for paper, and front straddle for scissors. The person who wins goes to the next higher section and the one who does not win goes to a lower section, bronze is the lowest and gold the highest. When a student moves to a new area they find another person from the other team and play again. If a student wins 3 times in a row in the gold medal area they should go back to the bronze medal area and start again
- 4 Over the net -** Students try to kick the football off the tee and over the volleyball net. The team that kicks the most football over the net wins.
- 5 Par 3 Golf -** The first person kicks the soccer ball toward the closest hole (hula hoop) if it goes in it is a hole in one. If the ball does not go in the hoop then the next person in line tries to kick it in. If it goes in then it is a Birdie. If it does not go in the next person tries to kick it in. If it goes in, that is Par. The team that kicks their ball in the hoop with the fewest kicks wins. If neither team makes it in three kicks start again with the next person in line.

6. Punt - The first person in line punts the ball . The next person punts the ball from where the ball stopped. Each person punts The ball until everyone has punted. The team that punts the farthest wins the game.
7. Limbo - Students play limbo here. The stick gets lowered after each round.
- 8 Rest Area - This is the best time to get a drink and use the rest room. We will use the water fountains and restrooms in the upper hall at this rest area.
- 9 Playground Equipment - Students play on the playground equipment at this station.
- 10 Bean Bag Foot Toss - Students lie down on their backs with head at the starting line. Placing a bean bag on their feet, the students toss the bean bag over their head to a student who is standing waiting to catch it. The thrower becomes the catcher. The catcher goes to the end of the line. The team catching the most bean bags wins.
- 11 Dribble to the answer -The first person dribbles the ball, with their feet, through the cones to the 5th grader with the flash cards. They are shown a flashcard. They dribble the ball to the poly spot with the correct answer. If they answer correctly they earn 5 points, 0 points for an incorrect answer. The player dribbles the ball straight back to the next person in line. A bean bag is placed in a milk crate for each correct answer and counted at the end.
- 12 In the Hoop - Students, one at a time, will kick a playground ball toward the hula hoops on the ground, trying to make them land inside a hoop. Small hoops are worth 5 points, medium size hoops are worth 3 points, Large hoops are worth 1 point. A ball can be knocked in or out by another ball. Count the points after each person has kicked once.