

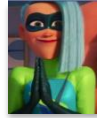


ST. FRANCIS OF ASSISI

INCREDIBLE^S FIELD DAY



Each station in the morning will consist of two teams competing against each other. A map of the field will be handed out of where to find each station.



Station #1 - VOYDs TIC TAC TOE Force Field

This game will be played using two colors of beanbags. Teams form two lines and a Tic-Tac-Toe board will be formed using Hula Hoops/Skipping Ropes. On go, the first person from each team will run down to the board and place their marker in one of the hula hoops. After they place the marker, they race back to their line and high five the next student in line. The next student will then place their marker in an open hoop. The goal is to have your team get 3 in a row (horizontally, vertically or diagonally).

If all markers have been played and there is no tic-tac-toe, they must start over.

Challenge: After a couple of rounds, challenge the students into moving the other teams markers into different hoops during the play (in order to do this they **MUST** run down to the hoops without their own beanbag as moving the other teams' beanbag will count as a turn) – students will then have to ensure they get to the board first and will have to be strategic about where they replace the markers!



Station # 2 – EVELYN DEAVOR Stole the Chicken

In this game the two teams will stand facing each other with a rubber chicken laying on the ground equal distance between them. The umpire will number each member of the teams #1-?. The umpire will then call a number and those two students assigned the number must run into the centre and try to steal the chicken before the other team is able to and bring it back to their side without being tagged.

*Students can only tag/be tagged if someone is in possession of the chicken

*Students **are** permitted to run into the centre and hover over the chicken waiting for their chance to take the chicken and run

*A point is awarded if a student can successfully bring the chicken back to their side **or** if they can successfully tag the person carrying the chicken.



Station # 3 – VIOLET's Rescue Relay

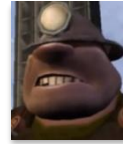
Form two lines (facing a hoop and pylon). On go, the first student in line runs to the hoop, steps into the life ring (hula-hoop) and picks it up. The rescuer then turns and runs back to the team and rescues (slides the hoop over the teammates head) a teammate and they both run back to the pylon where the first runner is left behind. The rescued person then runs up to rescue the next person waiting in line. The race is over when all players have been rescued and sitting behind their pylon.



Station # 4 - ELASTIGIRLS Catch the Dragon's Tail

Two teams make a line holding onto the person in front of them at the waist. The person at the end of the line has a scarf tucked into the side of their pants. On signal 'Go' the front of the line tries to catch the end of the other line and haul the scarf from the dragon. After a couple minutes the person in front goes to the end of the line and start again.

Station # 5 – UNDERMINER's Builders and Bulldozers



Two teams compete against each other. Cones are spread around the playing surface and one team are the builders while the other team are the bulldozers. The builders try to keep all the cones standing while the bulldozers try to knock as many down as possible. You can do many rounds with different lengths for each one! Keep switching roles every round so both teams will have the opportunity to build and bulldoze!

Station # 6 – TONY RYDINGER's Soccer Ball Dribble/Line Soccer



Form two lines. The first player in each line dribbles (kicks) a soccer ball around the pylons and then straight back to the next player. Go to the end of the line and sit down when finished.

Variation - Just run zig zag through the cones and straight back to the next player.

*Line Soccer: Students are numbered on their team and stand side-by-side facing the other team (in a circle formation). A soccer ball will be in the middle of each team and when a number is called the students must run in and try to dribble the ball and shoot/score on the opposing team – every other student who did not have their number called becomes the goalie.

Station # 7 – EDNA's Clothesline Relay



There will be a makeshift clothesline set up in the corner of the field. Students will be in two teams and will race to put all their clothes up on the line and then race to take all their clothes down and fold it neatly into a laundry basket.

Station # 8 – SYNDROME's Nomanison Island



Teams will visit Syndrome's Headquarters to rest and recharge for the rest of the events! Nomanison Island will be at the Playground, after all, Syndrome is still young Buddy Pine at heart!

Station # 9 – DASH's Potato Sack Race



Teams will form two (or four) lines. The first player in each line step into a potato sack. On the signal go they race up and around the cones and back to the line so the next player can get into the sack and continue until their team is finished.

Each station in the afternoon will consist of four teams competing against each other. A map of the field will be handed out of where to find each station.



Station # 10 – FROZONE's Water Fun

Students are to line up with their teammates in the four corners of the playing area, on a diagonal to the water tub. On the signal go, one member from each team will run to the water tub and using a cup/sponge (TBD) will run back to their group and empty the water into their bucket. They will then pass the apparatus to the next person in line who will then have a turn to go. Keep going until buckets are filled or the specified time has been reached.



Station # 11 – JACK JACK's Three-Legged Race

Students will find a partner of approximate equal height and compete in 3-legged races. Once everyone has done the students can continue or attempt a 5-legged race!



Station # 12 – SCREENSLAVER's Unplugged Coding Maze

Students will have to code their way through a maze! *More info to come



Station # 13 – WINSTON DEAVOR'S Super Hero Search

Pictures of the INCREDIBLE's Super Heroes will be spread around the Playground and students will have to find out who is missing!