

# 2018 Cox Elementary

## Field Day Events K-2 Grades

Be at your starting station at 11:30, in lines and ready to go. Rotate when you hear the air horn. Move safely but quickly from station to station and begin as soon as you get there.

# Reminders:

1. Check students for appropriate dress code in the morning. Tennis shoes, appropriate shorts, t-shirt that will not be see through when it gets wet. No tank tops, water shoes or sandals. Call home if there is an issue.
2. No parents or siblings can do the stations. Parents signed in as volunteers may assist students at stations.
3. Safety first. If you feel a student is endangering others, please have them sit to cool off. Radio me if there is an issue.
4. All towels and changes of clothes need to stay in the classroom/lockers.
5. You may not apply sunscreen on students nor can parents apply sunscreen to students other than their own.

## Map for 3-5 Field Day



1. Giant Jenga
2. Car Wash
3. Snake Pit
4. Obstacle Course
5. Tic Tac Toe Relay
6. Jump the River
7. Slip & Slide (no shoes)

8. Football Toss
9. Ball Transfer Relay
10. Water Relay
11. Dunk Booth
12. Inflatable Obstacle Course (no shoes)
13. Crate Ball
14. Water Cannon
15. Rest/Chalk/Kerplunk

# Rotation Schedule for K-2 Field Day

11:30-11:40

12:50-1:00

11:40-11:50

1:00-1:10

11:50-12:00

1:10-1:20

12:00-12:10

1:20-1:30

12:10-12:20

1:30-1:40

12:20-12:30

1:40-1:50

12:30-12:40

1:50-2:00

12:40-12:50

2:00-2:10

2:10-2:20

# K-2 Field Day Starting Stations

Daugherty	# 1 Snake Pit
Drennan	# 2 Car Wash
Fink	# 3 Flap Jack
Johnson	# 4 Obstacle Course
Martin	# 5 Tic Tac Toe Kinder (hula hoop)
Whisenhunt	# 6 Jump the River
Bates	# 7 Slip & Slide
Hatla	# 8 Launchers

Holland	# 9 Football Toss
Orr	# 10 Ball Transfer Relay
Bucci	# 11 Water Relay
Baker	# 12 Javelin Throw
Bartlett	# 13 Inflatable Obstacle Course
Gierisch	# 14 Dunk Booth
Shobert	# 15 Water Cannon
Mendez	# 16 Rest/Chalk
Michero	#17 Crate Ball

# Snake Pit Station #1

There will be two snake pits marked with cones and spray paint on the grass. Each pit will have 4 students in each game. Use the long tails tucked into their waistband. On the “go” signal, students try to use their feet to step on the other student’s tails. If the waistband comes off they are out. If they step out of bounds they are out. Last one standing wins. Then start a new game.

**SAFETY CONSIDERATIONS:** They cannot push or shove another student while trying to get a tail off. Students can only step on flags when they are on the ground, not on someone’s leg. Cannot touch flags with hands or use your own feet as a strategy to keep it from being taken off.

# Scooterboard Car Wash Station #2

Students will make four lines behind the scooterboards. They will take turns riding through the short course and the car wash while riding on their bottoms only, facing forward when going through the car wash. Once their turn is over they will go to the end of the line and wait for their next turn.

**SAFETY CONSIDERATIONS:** Students need have their hands inside the scooterboard bumpers and they need to go through the car wash one at a time.

# Flap Jack Station #3

Students make 4 even lines. The first person in line picks up the racquet and puts the poly spot on top of it. They then attempt to flip the poly spot and catch it on their racquet. They get 5 tries and then rotate out.



# Obstacle Course Station #4

Students will make two lines at the beginning of each course (the courses are the same). They will army crawl over the gymnastics mats, walk over the balance beam (if they fall off they start at the front of the beam. After falling of 3 times they continue on), through the hoop castles and then jump on the colored spots. After the students get out of the hoop castles, two new students start.

**SAFETY CONSIDERATIONS:** Only two people at a time through the obstacle course.

# Tic Tac Toe Relay Station #5 Kinder will Hula Hoop

Students will make even lines, two lines at each tic tac toe grid. They will then use the three beanbags of the same color to attempt to make a tic tac toe. If no one has one after the first three bean bags are used, students will pick up one of their own color beanbags and put it in a different, empty hood. This continues until someone has won.

Students must wait behind the starting line until they get a “high five” from the person in front of them.

**SAFETY CONSIDERATIONS:** Be sure students do not step or run on the hoops.

# Jump the River Station #6

Students will run, about 10 at a time, and attempt to jump the imaginary river marked by cones and rope. If they fall, touch the rope or land in the river they are out and will go sit down on the grass and wait for a new game.

After everyone has had a chance to clear the river, the remaining students will try again, with the ropes slightly further apart. This continues until we either have a winner or until the ropes cannot safely be moved further apart without someone getting hurt. Once the game concludes, everyone is back in and we start again.

**SAFETY CONSIDERATIONS:** Remind students that if they fall, they are out. Students need to run straight. Do not spread the ropes out too far.

# Inflatable Slip & Slide Station #7

Shoes must be off. Students will make 2 lines and once the slide is clear, they will slide down the slip and slide and exit at the other end.



**SAFETY CONSIDERATIONS:** Only two people at a time through the slip & slide. Remind students not to run.

# Launchers Station #8

Students make 4 lines. The first person gets two tries to catch two sock balls in the cone, making an ice cream cone.

# Football Toss Station #9

Students make two lines at the football toss and take turns trying to throw the football through the tire. After they throw they retrieve their own ball and hand it to the next person in line.

**SAFETY CONSIDERATIONS:** Only two people at a time throw.

# Ball Transfer Relay Station #10

Students make four lines and then, two at a time, attempt to carry various pieces of equipment to the finish line and drop it in a bucket without dropping it. The first team to transport all of the balls wins. Start a new game.



# Water Relay Station #11

Students are seated in 4 lines. On the “go” signal, the first student in line gets a wet sponge from the bucket in front of them and then goes back and sits in the front of the line. The student then passes the sponge overhead to the next student. This continues until the last student in line gets the sponge. That student wrings it out in the bucket and then goes to the bucket of water in the front and gets the sponge wet. This rotation continues until time is up.

**SAFETY CONSIDERATIONS:** Students cannot run. Ground will be wet.



# Javelin Station #12

Students make 4 lines. They then attempt to throw the foam javelin into the hoop at the front of their line. After their turn, they retrieve the javelin and give it to the next person in line.

# Inflatable Obstacle Course Station #13

Shoes must be off. Students will enter the obstacle course two at a time. Once they complete the obstacle course they will go to the end of the line.



**SAFETY CONSIDERATIONS:** Only two people at a time through the obstacle course. Shoes off.

# Dunk Booth Station #14



Students will make one line and get one attempt to throw at the target and dunk the adult. They will then go to the back of the line.

# Water Cannon Station #15

Students can take turns standing behind the openings in the tarp (4 at a time). 4 students use the water cannons and fill them up with water from the bucket and then attempt to squirt the students behind the tarp. Then those 4 can rotate to behind the tarp (although they do not have to) and 4 new people take a turn at the water cannons.

**SAFETY CONSIDERATIONS:** Be sure all 4 students shoot the water cannons at the same time. Water cannons can only be shot at the tarp.

# Rest/Chalk/Kerplunk Station #16

This is a great chance for kids to use the bathroom and take a break from the sun. They can draw with chalk on the concrete or relax in the shade. Kerplunk is played with 2 teams at each table. Students take turns taking a stick from the cage. The team that causes the last ball to fall loses. Reset and restart the game.

**SAFETY CONSIDERATIONS:** Do not let students hold onto the sticks. Set them into a pile.

# Crate Ball Station #17

There are 4 teams (red, blue, black and green) evenly split, one on each side of the crates. The teams attempt to bounce their tennis balls into the crates, each student tossing a ball and then going to the end of the line. Each ball that makes it into the red crate is worth 50 points. Team with the most points wins. Restart game.