

Lesson 6 of 6

Scooter Activities

EQUIPMENT

obstacle free area » one scooter for each student » pylons » music player » upbeat music » pinnies » stopwatch » 100+ popsicle sticks » 5 hula hoops

Warm It Up

SCOOTER OBSTACLE COURSE

Scatter pylons throughout the activity area. Instruct students to sit on a scooter and zig zag their way around the pylons moving forward. Play music as students move through the obstacle course. When the music stops, instruct students to freeze and to travel backwards, when the music begins again. Continue to use the music as a signal to stop, start and change the direction of travel. Challenge students to change the way they travel on the scooter each time the music stops; e.g., on bottom, knees, stomach.

ABCD's of Physical Education



RELATED RESOURCES

Daily Physical Activity: A Handbook for Grades 1-9 Schools, Alberta Education, 2006, www.education.alberta.ca/teachers/resources/dpa.aspx



Safety First!

For safety, equipment, and supervision considerations when planning activities with scooters, see "Safety Guidelines for Physical Activity in Alberta Schools", Alberta Centre for Injury Control and Research (ACICR) 2013, www.acicr.ca.



Activity	
Basic Skills	
Application of Basic Skills	A(K-3)-10

Clues that students are achieving the outcome...

"Students will create and play body and space awareness games." *Physical Education Program of Studies, Alberta Learning, 2000.*

- Students can travel into open spaces without touching or interfering with others
- Students can create a variation to the squirrel tag game



Whoop It Up

SCOOTER GROUP GAMES

Be sure to take into account the abilities of all students when planning learning opportunities and incorporating variations as needed to ensure learning and success for all. **TeamTag** » Divide students into four teams and give each team a different color pinnie. Review the boundaries of the playing area and assign one team to be the taggers. Use a stopwatch to time how long it takes each team to chase and tag all of the other students. When a student is tagged, they travel on their scooter around the outside boundary of the playing area until the next game starts. Record the times and challenge each team to decrease their time every time they are the taggers. **Squirrel Tag – Level 1** » Assign each of the four groups from the previous activity a “house”, which is identified by a hula hoop placed away from any walls, in a corner of the activity area. Place popsicle sticks inside a hula hoop in the middle of the activity area. On the signal to begin, each group of squirrels (students) tries to collect as many nuts (popsicle sticks) as possible for the winter. Each squirrel may only take one nut from the center hula hoop at a time and carry it back to their house. When all of the popsicle sticks are gone from the center hoop, the game ends and each team counts the number of nuts in their house. Play the game a number of times and have students set a goal of how many nuts they will retrieve next time. **Level 2** » Start the game by challenging each group of squirrels to collect as many nuts from the center hula hoop as possible, as in the level 1 game. When all of the popsicle sticks are gone from the center hoop, squirrels can steal nuts from the houses of other squirrels. Squirrels must steal a nut from each of the three other houses before returning to the same house a second time. Stop the game after a predetermined number of minutes and invite squirrels to count the number of nuts they were able to collect before returning them to the center hoop. Challenge groups to collect more nuts the next game and to set a goal of how many nuts they will steal. **Level 3** » Play level 2 squirrel tag, only this time ask each group to identify a tagger. The tagger from each team wears their pinnie on their arm. The taggers stay near their team house and try to tag any intruding squirrels that come to steal their nuts. Should a squirrel be tagged, they cross their arms over their chest and ‘scoot’ back to their own house. If a nut was stolen before a squirrel is tagged, the nut is returned to the tagger. **Level 4** » Ask each team to come up with a new rule to change the game.



Safety First!

For safety, equipment, and supervision considerations when planning indoor physical activities, see “Safety Guidelines for Physical Activity in Alberta Schools”, Alberta Centre for Injury Control and Research (ACICR) 2013, www.acicr.ca.



Wrap It Up

Invite students to ‘alligator crawl’ on their scooter around the activity area to visit each of the houses and quickly observe how many nuts were retrieved by each group. Ask students to share with another alligator, 2 things they liked about the game and 1 more way they would like to change the game. Students then collect all of the popsicle sticks, hoops and pinnies and bring them to the side of the activity area along with their scooter.