

CRISS CROSS

OBJECTIVE:

To Cross to the opposite corner / side the fastest using the designated crossing method i.e. Hopping.

SUPPLIES NEEDED:

1. Cones / boundary markers

TEAMS:

2 or 4 teams

SETUP:

1. Mark a boundary line for each corner / side using cones (This will be the line the teams will have to cross to win each round.)
2. Separate the students into 2 or 4 teams and send them to their corner / side. Specify them as Team A, B, C, D etc... for point tracking.

HOW TO PLAY:

The game leader will shout out a crossing method, and on GO, teams will race to the opposite corner / side as fast as possible. FOR EXAMPLE: if the leader calls out "hopping," the teams must hop to the opposite corner). This will create a "traffic jam" in the middle each time. The first team to entirely cross over to their opposite corner / side first wins the round.

CROSSING METHOD SUGGESTIONS:

1. Hopping / on one foot
2. Skipping
3. Sprint
4. Jumping
5. Leap Frog
6. Wheel Barrow
7. Rolling
8. Backwards (Tell them to look backwards)
9. Spinning (Another possible injury one, be careful)
10. Crabwalk and so on...

TEAM WITH THE MOST POINTS WINS

****SEE IMAGE BELOW FOR GAME LAYOUT****

