#1 Tossing Games on the Black Top – (this is a choice station)
Students may go to any of the games as long as they are sharing, taking turns and playing the games correctly.
Modified Spike Ball: Students must make the ball bounce one time on the spike ball net and make it hard for the other players to catch the ball.
Corn Hole: One side starts with the bags so that both teams are ready to shoot. Players may not go past the front end of the set to make their throws. Using alternating throws, the players on one side throw each of their bags. Then the players on the other team throw them back. You're aiming to get the bag into the hole, or at least have the sack stay on the board. Players get 3 points for each bag thrown through the hole. One point for each bag that stays on the board without touching the ground at any point. At the end of each turn (both players on both teams completing their four throws), total the points. Subtract the smaller from, the more significant, and that's the current score!
Ladder Ball:
Tossing Races: Students are trying to toss the bean bag in the closest hula hoop to them. If it makes it in that hoop, they get to move the hoop to the next space. They may hand the bean bag to the next player or go to the throwing line to go again. They player or group that crosses the finish line with the hoops first wins the round.
Angry Birds: The buckets start open in a triangle partner. They players try to toss the pig into the open buckets. Each time a pig lands in a bucket, it gets turned upside down until all 6 are stacked up into a pyramid. Then they get to toss the pigs at the pyramid until it is knocked down.

#2 Fly Chicken Fly
Equipment: 5 small parachutes, 5 five rubber chickens
Formation: Five groups of four or five students
Instructions: The groups are trying to toss and catch the rubber chicken using the parachutes. They may partner up with another group to see if they could toss the chicken back and forth.

#2Parachute:
Equipment: parachute
Formation: Student spread out around the parachute, each on a color triangle. Please ask the students not to hold the handles, just roll up the end of the parachute in both hands.
Instruction: MOUNTAIN: On the count of three children raise their arms, lifting the chute above their heads, take four steps into the center, out the chute down and put their knees on the chute. Call one color at a time to climb into the center on their hands and knees and climb back out. Repeat and call a new color.
TENT: On the count of three children raise their arms, lifting the chute over their heads, take four steps into the center, pull the chute behind them sitting down with their bottoms on the edge of the chute. The children should now be inside the chute. Start rocking from left - forward- right. Call red find a new red, blue to a new blue etc.
SHARK ATTACK: Everyone sits on the ground with their legs stretched out under the chute and the chute held at chest height. One or two children crawl around under the chute and are 'sharks'. One student runs around the outside, they are the lifeguard. The sharks quietly grab the legs of anyone around the perimeter (with many blood-curdling screams) pull them under the canopy. The lifeguard tries to rescue the student by pulling them back out. The shark must let go (they do not get to play tug-of-war with their classmates bodies. Once everyone is a shark try again.

#3 Team Tug Races
Equipment: 4 tug of war ropes in the middle, jump ropes on each sideline.
Formation: Class split in half standing on each sideline.
Instruction: On go students run to the ropes and beginning pulling them to their side. All of the ropes are being pulled at a time. Once one rope has successfully been pulled to a team's side, that rope is dropped by all players and they go try to get other ropes to their side. This continues until all ropes are pulled to one side or the other. The goal is for the team to have more ropes on their side.

#6 Sack/Hippity Hop/ Big Feet Race
Equipment: Five Potato sacks, five hippity hops, 5 big feet, 10 cones
Formation: Groups in straight lines behind the cones. Run in a relay fashion
Instruction: Students have their choice to use the sack, the Hippity Hop or the big feet. Once the students are in the lines have the first person get inside the sack or on the Hippity Hop. When you say "GO" the people in the sack/on the ball hop down, around the cone, and back again. Then it is the next person's turn to go. Have students keep going until time is up. Make sure the students in line are cheering on their classmates!

 # Team Task:
Equipment: Tank walker, Ski Walker set, Spider Basket set, Marble set
Formation: Students may choose any of the activities to do with their team!
Instructions:
#6 Sack/Hippity Hop/ Big Feet Race
Equipment: Five Potato sacks, five hippity hops, 5 big feet, 10 cones
Formation: Groups in straight lines behind the cones. Run in a relay fashion
Instruction: Students have their choice to use the sack, the Hippity Hop or the big feet. Once the students are in the lines have the first person get inside the sack or on the Hippity Hop. When you say "GO" the people in the sack/on the ball hop down, around the cone, and back again. Then it is the next person's turn to go. Have students keep going until time is up. Make sure the students in line are cheering on their classmates!

#4 Circle of Dodge
Equipment: Kin ball, poly spots
Formation: All students except one group stand in a circle on the poly spots. The one group left out stands in the middle of the circle.
Instruction: Players push or hit the ball along the ground with their hands in an attempt to tag a player in the middle of the circle. Players in the center of the circle dodge the ball to avoid being tagged. After one minute choose a new group to go to the middle. Make sure students on the outer circle take only one step off of their spot and that they don't move their spot.

- You can play an elimination round! Have boys only stand in the middle, if they get tagged by the ball, they go to the circle and help push the ball until everyone has been eliminated. Do the same for the girls!

#7 Treasure Tag
Equipment: Five Hula Hoops, Bean Bags, Wrist bands, Long Jump Rope and cones for Base.
Formation: Four Hula Hoops spread out in a rectangle pattern with one group standing behind each hula hoop. There is one hoop in the middle of the rectangle full of bean bags and the Jump Rope around it to create the base. The left over group is the tagging team in the middle. They each get a ball to mark that they are the taggers.
Instruction: The game is played relay style (so only one person from each group goes at a time.)The goal is for the runner from each group to make it to the center (Base) get one bean bag and get back without getting tagged. They are only safe when they are in their hoop or when they are in the base in the middle. If they get tagged on their way to get a treasure, they go back, give the next person in their group a high five and go to the end of the line. Their turn is over. If they get tagged on their way back with a treasure, they first have to put the treasure back, then they go give the next person in their line a high five and go to the end of the line. Their turn is over. If they make it there and back without getting tagged, they put the treasure in their hoop and give the next person in line a high five. Their turn is over. Give each group 1.5 minutes to be the tagging team and switch.

 # 8 Tug of War
Equipment: Tug of War Rope
Formation: 2 equal teams (boys and girls on both) one for each side of the rope
Instructions: Each player holds one end of rope in a line with space between each other, and on a signal they attempt to pull the other players toward them and across the center line. When one team wins, the other team may choose one person form the winning team to help with the next contest
Variation: boys v. girls, boys v. boys, girls v. girls, students v. adults

#9 Batting (K, 1 & 2)
Equipment: Five batting tees, bats, balls and cones
Formation: Groups in a straight line behind their cone. Send the one person in every group to the outfield. They are the ball retriever.
Instructions: The first player on each hits three balls in a row. The ball retriever from each team collects the balls, but does not bring them back until all three balls are hit. The ball retriever goes to the end of the line and the batter becomes the new ball retriever. This procedure is followed throughout the time. Make sure the ball retrievers do not go into the tee area. All students waiting to bat need to stay behind their cone.

#9 BonkerBall (3, 4 & 5)
Equipment: Five batting tees, bats, balls and cones
Formation: 1 batter and the rest of the team spread out in the outfield. The team will take turns being the batter.
Instructions: The batter can choose to hit the ball off of the tee, fungo hit or have a player pitch the ball (they must stand in front of the tee if they don't want to use it). After the batter hits the ball they drop the bat and run around the cone and back to home base (the tee). The fielding team must retrieve the ball and throw it to **all** of members in the outfield. The last teammate to touch the ball races the batter back to the tee. The batter scores if they beat the fielding team back to the base. They go to the outfield and the next batter comes up. If there is any arguing, have the players do rock, paper, scissors.

#10 Cage ball Chase
Equipment: Cage ball, poly spots
Formation: One small circle inside one big circle made with poly spots. Students standing on the small circle face the outside of the circle. Students standing on the big circle face the inside of the circle.
Instructions: Choose two students to stand on one side of the circle in a crab walk position. Have the cage ball starting on the opposite side of the circle. On the "GO" signal, students begin pushing the cage ball around the circle and the student begin crab walking. When student are about to get run over by the cage ball, they should lay flat. Remind students to stay on their poly spots. If time is running out, put three students inside the circle.

#11 Team Tug Races
Equipment: 5 tug of war ropes in the middle, jump ropes on each sideline.
Formation: Class split in half standing on each sideline.
Instruction: On go students run to the ropes and beginning pulling them to their side. All of the ropes are being pulled at a time. Once one rope has successfully been pulled to a team's side, that rope is dropped by all players and they go try to get other ropes to their side. This continues until all ropes are pulled to one side or the other. The goal is for the team to have more ropes on their side.

#10/#11 Pursuit ball
Equipment: 5 backpack baskets, twelve balls for each, one hula hoop of each color, cones for boundaries.
Formation: Class in their five groups standing by each hoop.
Instruction: One students from each group puts on the backpack and goes out into the playing field. They are trying to run away from the teammates with the same color of ball as their basket. The other students get one ball and tries to throw or put the ball into their color of basket. After they have put a ball in the basket, they can go back to the hoop get another ball and repeat until all of the balls are gone. Then the change the teammate wear the backpack and repeat the game.

 # 12 Drip, Drip, Drench
Equipment: One sponge, one big bucket of water
Formation: Students sitting in a circle.
Instruction.: Duck, Duck, Goose. One students fills the cup full of water, walks around the circle repeating and acting out the drip, drip, drench actions. Once they have drenched a person they run around the circle back to the open space. The student that got drenched tries to tag that student before they get back to the spot. They become the next person to drip and drench. Remind students to make sure that everyone has had a turn getting drenched.

#12 Triangle Tag (only if it is too cold to get wet)!
Equipment: Five noodles, cones to identify the playing area

Formation: Students should be in their assigned five groups. Have all the group members, except one, join hands to make a circle or a triangle. The student outside of the circle gets the noodle, they are the tagger.

Instruction: The tagger chooses one person in the circle that they are going to try to tag. The group holding hands will work together to try to protect the student getting chased by circling in different directions. The tagger may not reach across the circle to touch the student they have chosen to tag. Once the student is tagged, they switch roles. They will play until time is up.