

# 'FIELD DAYS' COMPETITIONS!

## Overview

[\[LINKS TO VIDEO OF GAMES Golf Events Video\]](#)

- ★ 4 weeks of games! Games are class challenges played during PE classes
- ★ Games begin after Spring Break and are played every other week
- ★ 'Field Days' is a competition between grade level classes
- ★ Class results are [updated online](#)
- ★ Winning classes get an extra PE play day the last week of school
- ★ **Field Day Celebration -Second to last Friday!**

<b>Red/Fire</b>	KA, 1A, 2A, 3A, 4A, 5A
<b>Orange/Sun</b>	KB, 1B, 2B, 3B, 4B, 5B
<b>Yellow/Lightning</b>	KC, 1C, 2C, 3C, 4C, 5C
<b>Green/Earth</b>	KD, 1D, 2D, 3D, 5D
<b>Blue/Water</b>	KE, 1E, 2E, 3E, 4E
<b>Purple/Moon</b>	KF, 1F, 2F, 4D, 5E TK Rainbow

## GAMES!

### 1) Target Toss - The goal is to score as many points as possible by throwing bean bags into targets!

#### Rules:

- You'll wait your turn until you are in the front of your crew line.
- You get to throw one bean bag at a time when it's your turn at the front of your line.
- After you throw your beanbag, you'll go to the back of the line and wait for your next turn.
- You get a total of 3 (or 4) throws
- Bean bag must be mostly in the target for the points to count
- Classes will play twice and use the highest score (if time).

**Scoring:** The # of points in targets. Blue=5 points, Red=10, Green=20, Yellow=40, Orange/Bin=80

#### Set-up:

15 bean bags in 6 buckets in front of each line. 90 total bean bags. 5 front blue hoops (5 points each), 4 red (10 points), 3 green (20 points), 2 yellow (40 points), 1 bin/orange (80 points), 6 color coded cones to mark the start.

**Overall Event Score:** 6 points for 1st place; 5 points for 2nd place; 4 for 3rd; 3 for 4th; 2 points for 5th; 1 point for 6th

### 2) Cone Flippers - The goal is to flip all the cones in the fastest time possible!

#### Rules:

- You'll wait your turn until you are in the front of your crew line.
- When it's your turn, you'll run out and get one attempt to flip any cone (that is laying on its side) right side up
- Whether it lands upright or falls back on its side, you'll then run to the back of your line and wait for your next turn.
- The next person in line cannot run out to flip a cone until the flipper in front of them makes it back to their line
- Continue waiting in line until it is your turn to try to flip another the cone
- When all cones are standing upright, the teacher will stop the timer.
- Classes will play twice (if time) and record the lowest time.

**Scoring:** The time it takes for all the cones to be flipped upright

#### Set-up:

20 cones spread out on the field. Timer (phone or stopwatch). Students lined up behind color cones in their crew lines.

**Overall Event Score:** 6 points for 1st place; 5 points for 2nd place; 4 for 3rd; 3 for 4th; 2 points for 5th; 1 point for 6th

**3) Foot Golf - The goal is to score as many points as possible by kicking soccer and tennis balls into targets! [VIDEO](#)**

**Rules:**

- You'll wait your turn until you are in the front of your crew line.
- When it's your turn, you choose one item from the bucket (soccer or tennis ball) and place on the arrow
- You'll then use your foot to tap the ball towards one of the targets
- After you kick, you leave the ball in the game area and return to the back of your crew line.
- Continue until your group has kicked all the balls toward the targets
- You'll get a total of 3 (or 4) attempts each round
- Classes will play two or three times and use the highest score (if time).

**Scoring:** The # of points in targets. Yellow=5 points. Red=10. Green=20. Flagstick targets (40 points)

**Set-up:** [Diagram](#)

10 color coded tennis balls in 6 color buckets in front of each line. 60 total tennis balls. 4 color coded soccer balls in a second bucket or basket. 6 large blue tee pads.

5 front blue hoop targets (10 points each), 4 red giant flag sticky & red hoops (20 points), 3 yellow flag sticky & yellow hoops (40 points), 1 sticky target leaned/hanging on a cone with 1 orange hoop (80 points), 6 color coded cones to mark the start.

**Overall Event Score:** 6 points for 1st place; 5 points for 2nd place; 4 for 3rd; 3 for 4th; 2 points for 5th; 1 point for 6th

**4) Top Golf - The goal is to score as many points as possible by putting tennis balls into targets! [VIDEO](#)**

**Rules:**

- You'll wait your turn until you are in the front of your crew line.
- When it's your turn, you'll use the putter to tap the ball towards one of the targets
- After you putt, you leave the ball in the game area and return to the back of your crew line.
- Place the putter on the ground for the next player so then they attempt to put a ball to the targets.
- You'll get a total of 3 (or 4) attempts
- Classes will play two or three times and use the highest score (if time).

**Scoring:** The # of points in targets. Yellow=5 points. Red=10. Green=20. Flagstick targets (40 points)

**Set-up:** [Diagram](#)

15 color coded tennis balls in 6 color buckets in front of each line. 90 total tennis balls. 6 large blue tee pads. 6 putters.

5 front blue hoop targets (10 points each), 4 red giant flag sticky & red hoops (20 points), 3 yellow flag sticky & yellow hoops (40 points), 1 sticky target leaned/hanging on a cone with 1 orange hoop (80 points), 6 color coded cones to mark the start.

**Overall Event Score:** 6 points for 1st place; 5 points for 2nd place; 4 for 3rd; 3 for 4th; 2 points for 5th; 1 point for 6th

### *Alternate Game*

**Soccer Bowling** - *The goal is to score as many points as possible by kicking soccer balls into the pins!*

#### **Rules:**

- You'll wait your turn until you are in the front of your crew line.
- When it's your turn, you'll wait for Coach to signal when you can kick.
- You get one kick from the front of the line to attempt to knock over a pin or land in a hoop.
- The pin must stay in the hula hoop.
- The pin point will not count if you kick the ball too hard and the pin flies out of the hoop.
- A point is also rewarded if the ball stops inside a hoop.
- Each crew line will get a total of 10 rounds of kicks OR you'll stop when all the pins are down.
- Meaning you'll get to the front of the line about 2 or 3 times, so you'll get about 2 or 3 kick attempts
- After your kick, you'll retrieve your ball and bring it to the front of the line.
- Classes will play twice and use the highest score (if time).

**Scoring:** The total # of pin points out of 16 foam pins worth 1 point each & 4 bowling pins worth 3 points. Ball stopping in a hoop worth 1 point

#### **Set-up:**

16 foam pins(12 in hula hoops). 3 staggered rows of 4 pins/hoops. 4 far bowling pins in 4 deck rings worth 3 points each. 6 color coded soccer balls. 6 deck rings (10 total) to hold the ball at start. 6 color coded cones to mark the start.

**Overall Event Score:** *6 points for 1st place; 5 points for 2nd place; 4 for 3rd; 3 for 4th; 2 points for 5th; 1 point for 6th*