

ONE80 Summer Games

Kinder-Grade 1: July 12th

General Info:

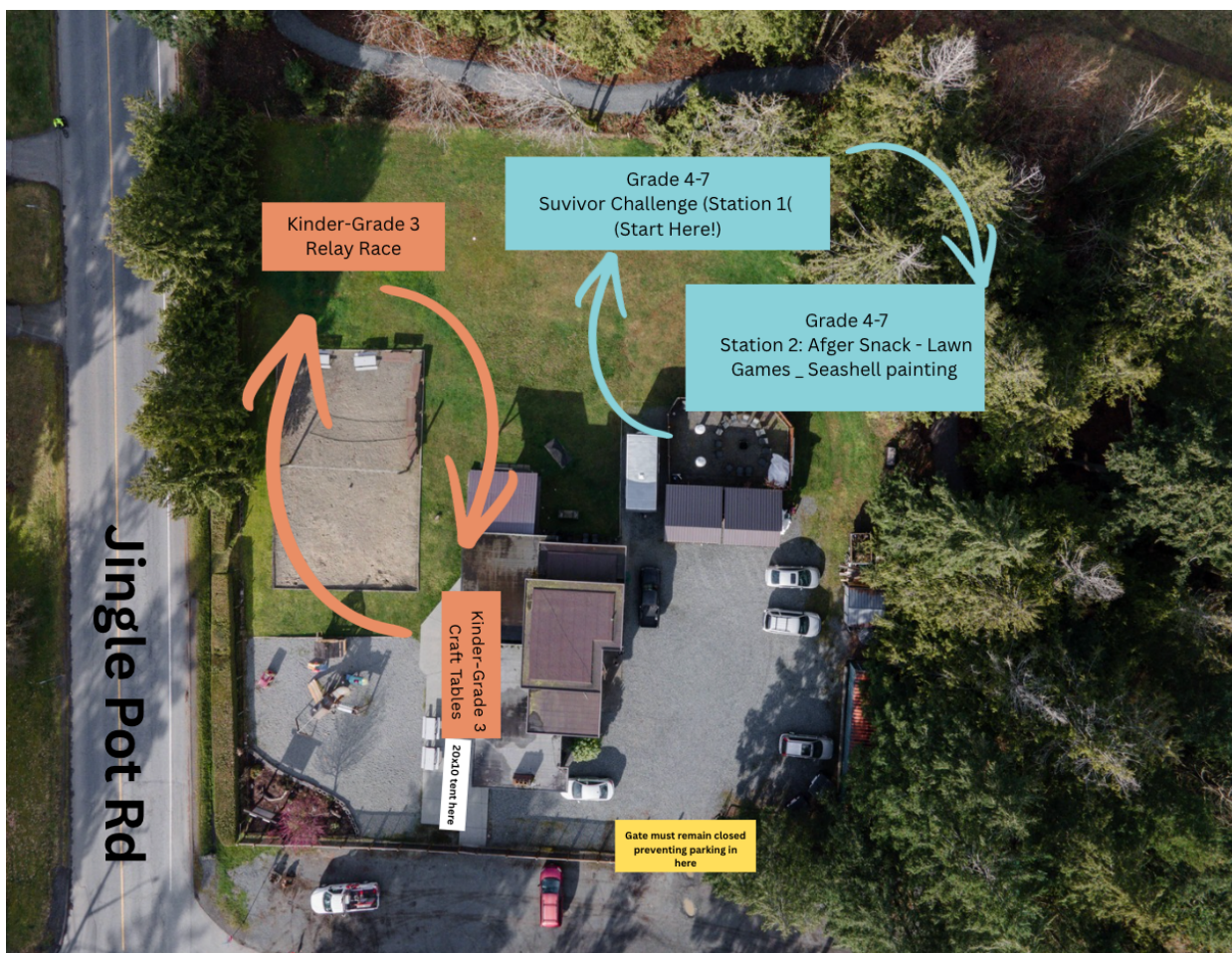
***Please ensure you use the rope and travelling plan for Kindergardeners to walk from Sports Court (after attendance) to Junction*

There are always **2 Stations** each service: We always start at Station 1 - then there is a snack and a rotation, and then we go to Station 2. Please ensure your walkie talkie is on (Set to 22.01) so you can listen for when the snack time/rotation announcement is made by the security team!

Please reference the Summer Games Run sheet for your schedule.

Thank you so much for volunteering! We are SO grateful for you!

See Map Below for Orange Squares “Kinder-Grade 3) for set up location:



Stations:

Station 1: Pipe Cleaner Plate Octopus Craft (Start here!)

- **Location:** Junction Kinder-G3 Craft Tables
 - Each child gets half of a colored paper plate
 - Use paint markers to decorate Octopus
 - Punch holes in the bottom of the plate
 - Thread pipe cleaners through the holes
 - Thread beads on the pipe cleaners as they desire
 - Eyes: small blobs of white and black clay



Station 2: Relay Races (After snack/break rotation)

- **Location:** Kinder-Grade 3 Relay Race Upper left of field
 - **Set Up:**
 - Fill Water buckets up for water blasters
 - Organize all supplies so they are at the cones and ready for each relay. (5 Games total)
 - **2 even teams. (Set up two cones 15 metres apart per team)**
Each team races from cone to cone. Once they have reached the cone they can run back to the team. Each item is a different race.

1.Moving a ball (One beach ball and one blaster per team)

Taking turns, children fill water blasters from buckets and using water force only, move a beach ball from one cone to another and back again. Once a player has returned with the ball, they sit down. Each player in the team has a turn. The team to finish first will be the winner.

2.Hula hoop chain (One Hula hoop per team)

Children hold hands in a circle and need to send a hula hoop around the entire circle. As soon as they are done, the team should sit down.

3.Ball in leg hop (1 ball per team)

Taking turns, each team member should hold a ball firmly between their ankles, and hop from cone to cone without losing the ball. Each member should have a turn and the team should sit down as soon as they are done.

4. Balance a tennis ball on wooden stampers (One stamper, one tennis ball per team)

Place hand in the elastic strap of the wooden stamper and balance a tennis ball on top. Each team member needs to balance the ball while walking to the cone and back as quickly as possible, without dropping the ball. Once the entire team has had a chance they may sit down.

5.Pool noodle pass (One Noodle per team)

The entire team needs to lie on their backs in a long line.

Using only their feet, team members pass noodle from one team member to the next until everyone has had a turn.