



ONE80 Summer Games

Grade 2/3 Aug 16th

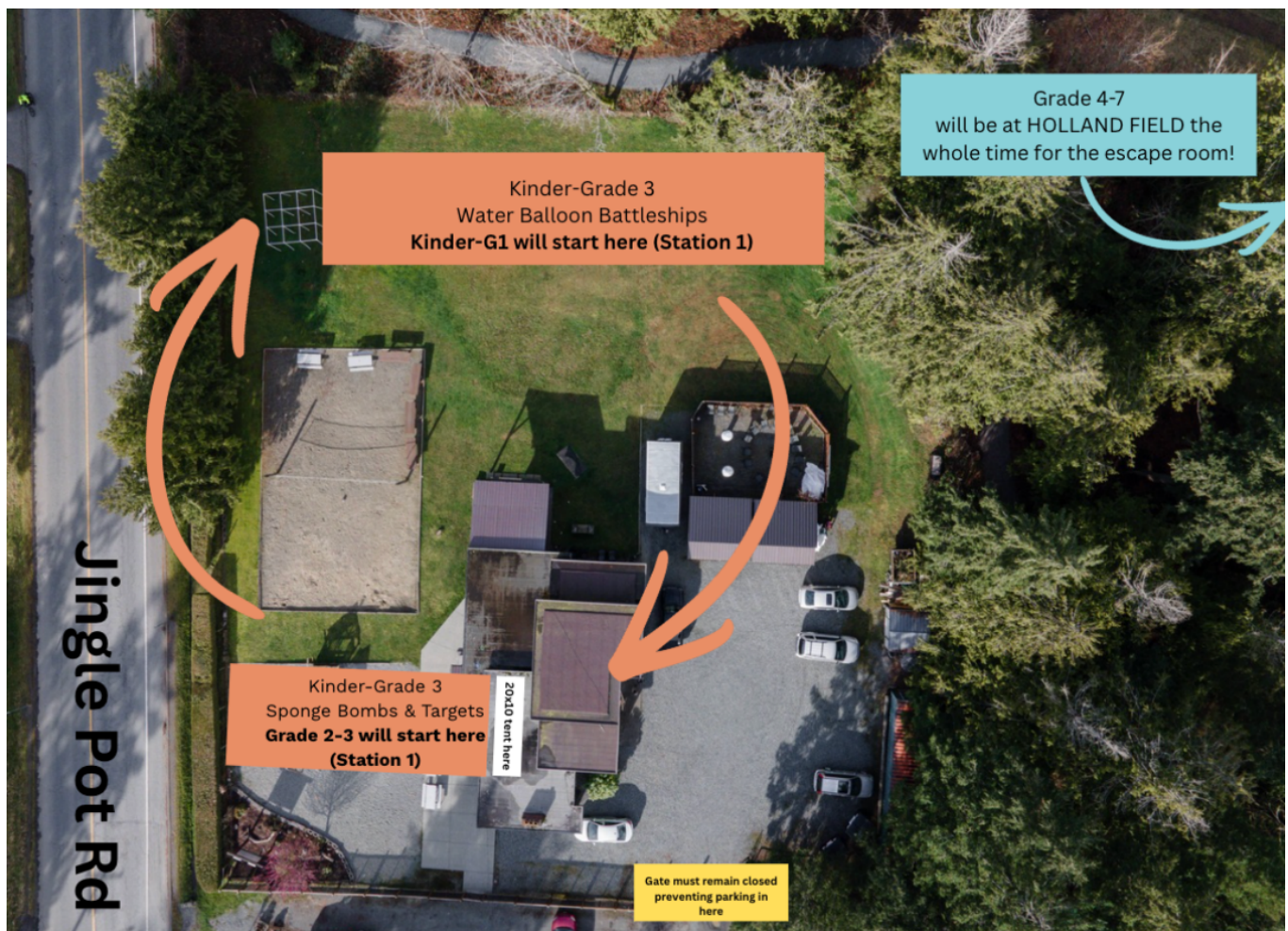
General Info:

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 locations:



Stations:

Station 1: Sponge Bomb Making + Target (Start here!)

- **Location: Junction Field (Left side)**

A) Start by making sponge bombs:



- Each child receives 9 strips of sponge and an elastic band
- Gather sponge strips together in a bundle
- Secure with the elastic band (as tight as possible)
- Position sponge pieces so that it forms a flower formation.
- Soak and squeeze out sponges and throw at chalk targets drawn on the wall- aim to clean the wall completely.

B). Use Sponge Bombs as Targets on Wall

- Soak and squeeze out sponges at throw at chalk targets drawn on the wall
- Aim to clean the wall COMPLETELY.
 - We will have 2 walls set up: One for Kinder-G1 to use, one for Grade 2&3 to use.

Station 2: Water Balloon Battleship (After Snack!)

- **Location: Junction Field (Left side)**

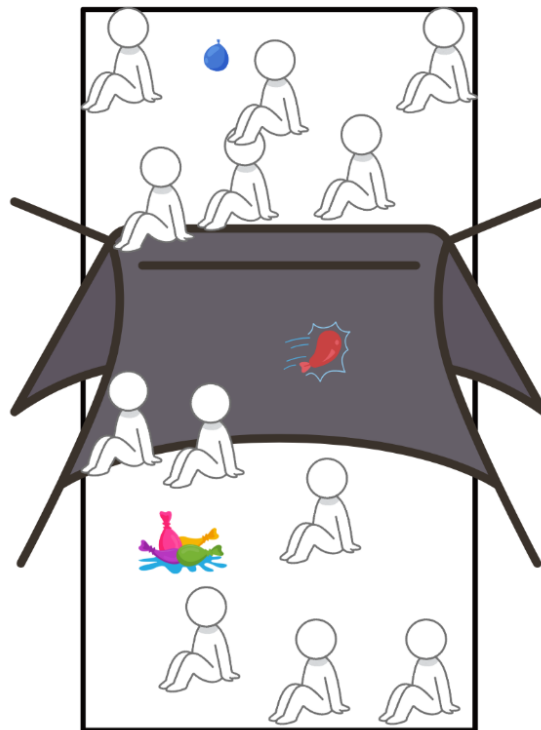
Water balloon Battleships details:

- Split into two equal teams
- Mark out a playing field using marking tape/small pylons.
- Hang a tarp to equally separate each side of the playing field
- Each team picks a side, and positions themselves behind the tarp and sits down.
- Each player has 3 water balloons as ammunition

- Teams take turns tossing water balloon over the tarp. If a balloon hits a player, they move to outside the playing zone.
- The team with the most people left, once ammunition is done- wins.

See Image below:

Water Balloon Battleships



- Players cannot move once positions have been chosen.
- No player is allowed to touch the tarp and should be at least an arms length away.
- Once a player has been hit, they need to remove themselves from the playing field.
- Being splashed by water is not considered a hit.