

CREATIVE PLAY PARK ACTIVITY BOOKLET

Most activities in this booklet may be adapted for any grade or ability level to use with the whole class, teams or individual students.

This park requires only your imagination however below are some suggested items to optimize play:

Bouncing ball

Sidewalk Chalk

Dice

Bean Bags

Bicycles, Tricycle or Scooter

CREATIVITY IS CONTAGIOUS... PASS IT ON!



FOUR SQUARE

Play begins when the person who just entered the four square -- in square 4 -- serves the ball.

The ball can only bounce once in any square.

Each player must hit the ball with any part of their hand into an opposing player's square after it has bounced only once in their own square.

If a player makes a mistake, every player must rotate--4 to 3, 3 to 2, 2 to 1, and 1 to the line--and a new player enters into square 4.

- Mistakes include:

- The ball lands on a line.

- The ball goes out of bounds.

- The ball bounces twice in one square.

- A player catches or holds the ball.

- The ball is returned before it is allowed to bounce.

After players rotate, play begins again with a serve from the new player in square 4.

FOUR SQUARE VOLLEYBALL

- Play begins with one player serving from his/her corner.
- The serve can be to any of the other three players.
- Each player gets one attempt to set or bump the ball to another player without the ball hitting the ground.
- If the player misses or hits the ball out of bounds then s/he returns to the end of the line.
- Play re-starts with a serve.



HOPSCOTCH

Toss a marker or "scotch" into the first space. Jump over the space containing the scotch and continue hopping down the court.

Always hop on the same foot, except where two squares are side by side. When the squares are side by side, you must "straddle" the squares, landing with one foot in each square.

When you reach the end of the court, turn around and hop back. Losing your balance is a "miss" -- that means the player has to leave the court.

If you complete the court without missing, step off the court. Then it's the next player's turn. When it's your turn again, pick up your scotch and toss it into the next square. Always hop over a square with a scotch in it. As more squares are taken up by scotches (as other players take their turns), the game becomes harder.

By THE NUMBER HOPSCOTCH

Hop on one foot from square 1 to square 2 to square 3 and so on.

Each player's turn ends when he or she accidentally steps out of a square or lands out of sequence.



ABC GAMES

- Stand right in front of the letter “a” and toss the die (dice) to find out how many spaces to move. Walk over each letter or hop. Once, you have moved that many spaces, name the letter and tell the sound it makes.
- Call out a letter. Child must go find the letter and then name something that starts with that letter.
- Call out a word and child must go stand on the letter the word starts with.
- Spell your name.

LONG JUMP



- See how far you can jump.
- See who can jump the farthest.
- How many jumps does it take to get to the end?
- Add as you jump.



AGILITY

- Balance beam walk up the legs of the ladder.
- Jump the ladder rungs
- Jump from ladder to ladder.
- Race to the end on the balance beam.
- Follow the footprints.



U.S. MAP

Scale 1 foot = 100 miles

Musical States

Play “Musical Chairs”.

Mark specific locations with chalk or a taped X.

Students move from spot to spot while the music plays.

They name their locations when the music stops.

Children who identify their location incorrectly are out of the round.

Eliminate players until one winner remains.

U.S. MAP

Where Am I?

Instruct students to follow specific north, south, east, west directions, and then identify their final location.

Example: Begin in Louisiana. Take 10 steps west, take 2 steps south, 5 steps east and then 3 steps north-west. Where are you?

Estimation Approximation

Estimate the distance between chosen locations by pacing off the distance. Estimations can be checked by referring to atlases or internet map sites.

Examples: How far is your home from Chicago?

How long would it take you to walk from your home to Disney World if you could walk 10 miles a day?

U.S. MATP

Treasure Hunt Map

Divide into teams or groups

Instruct each group to follow prepared "Treasure Map" directions until they reach a final destination.

Example:

Start in the Badger State.

Head west until you cross 4 state borders.

Proceed to the closest state southeast of there.

Go 300 miles east.

Where are you?

U.S. MAP

Sports Team Tracker

Obtain a copy of a sports team's game schedule

Mark each week's travel plan from game to game.

Estimate the distance between cities by pacing off the length.

Add the total miles traveled by the team each week.

Determine the hours of travel required.

Find the shortest route for each week's schedule.

BIKE/TRIKE PATH



TETHER BALL



Tic Tac Toe



CHALK ART

