

READY

EQUIPMENT:

CONE OR ANY DESIGNATED ITEM THAT PLAYERS CAN GRAB (STUFFED ANIMAL, PILLOW, ETC.)

SET-UP:

SQUARE OR RECTANGLE BOUNDARY

NUMBER OF PLAYERS: 2 +

TIME: 15 MINUTES +

EXPLAIN

- 1 Pair up! Players stand 6 feet away from each other.
- 2 Place a cone/item between each partner (instruct the players not to touch the cone/item).
- 3 Designate a student to be "Spark Leader" or facilitate it yourself. Players must follow the Spark Leader's movements.
- 4 When the leader says "SPARK," put both hands straight up before your partner.
- 5 Whoever completes the motion first is the winner! Give your partner a wi-fi (wireless high five or air five) and find a new partner.

✓ For Understanding:

- When can I sit down?
- What do you do after you sit down?

GAME TIP:

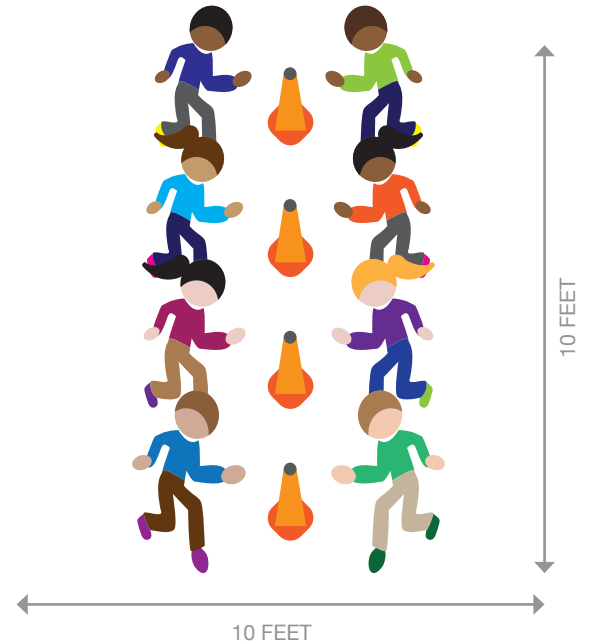
- Try different motions when the Spark Leader says "SPARK," like balancing on one foot or doing jumping jacks. Whoever completes the motion first is the winner!

CONFLICT RESOLUTION TIP:

- Use Rock, Paper, Scissors to determine a winner if players grab the cone/item at the same time.

OUTDOOR TIP:

- Space item further apart from players.



CATEGORY:

ACTIVE LISTENING

ENVIRONMENT:

AUDITORIUM
 CAFETERIA
 CLASSROOM
 GYMNASIUM
 HALLWAY
 LIBRARY
 PLAYGROUND

GRADES:

K-8

FITNESS FOCUS:



BACK-UP GAMES:

SIMON SAYS
 SWITCH, CHANGE, ROTATE
 TWIZZLE

PLAY → REP IT OUT!

- **EASY:** All movements on two feet.
- **MEDIUM:** Add specific movements with balance and holding movements.
- **HARD:** Have each group five feet between the cone/item and have players skip or hop to grab the cone/item.