K-3rd

Getting to Know You activities for Staff Week 3: August 13th-17th

(Feel free to plug in the below activities into your schedule)

*Activities should be performed daily

Academic Hour Activities

- *Review group expectations
- My Me Book: Session 1
- Froggy School: Alphabet Match
- My Me Book: Session 2
- My Me Book: Session 3
- I can match numbers

Enrichment Activities

- Autographs, Please!
- Charades in a Bag
- Student Puzzle Pieces
- Jump rope changes & act.
- Over & Under

SPARKS

- * Stretch your body
- Partner tag
- Workout Buddies
- Straddle Ball
- Grab the Apple
- Partner Ball Exchange

No Homework Activities

- Write numbers on board; draw pictures representing the numbers
- Staff reads to students
- Write words on board; practice writing words
- Practice writing letters J-L
- Practice writing letters M-O
- Practice writing letters P-R

My "Me" Book!

Grades: K-3RD

Sessions: 3 sessions

Objective: Students will love discovering themselves with their own "Me" book.

Materials:

- Pencils (session 1,2,3)
- Rulers (session 2)
- Color pencils, markers, crayons (session 1,2,3)
- Stapler
- Student's birthday, ask facilitator or parents (session 2)

* * * If students finish early, pair students up and have them share the pages they have completed with each other.

Session 1 (20-25 min)

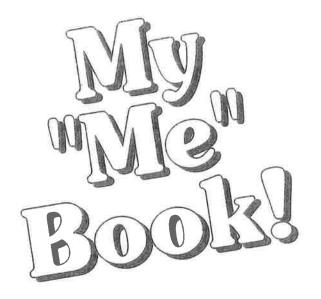
- · Staff will monitor and help students with spelling
- Explain to students that they will be creating their very own "Me" book that they will share with the class and their parents
- Complete, then color pages (1-3)

Session 2 (30-40min)

- Staff prep= Must collect student's birthday before you start session 2
- Pair students up in groups of 2 and explain that they will be measuring their partner for page (4)
- Review with the class how to use a ruler; Staff will assist students that need help measuring
- Complete, then color pages 4-5

Session 3 (30-35 min)

- Staff will monitor and help students with spelling
- Complete, then color pages 6-8
- If students have pages they did not complete, have them go back and complete the pages



My "Me" Book is a complete individual booklet designed for the primary student.

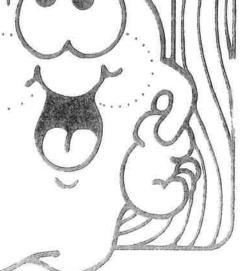
Make enough copies for every child in class. Pages may be printed twosided. Staple the pages together in booklet form.

Children will love discovering themselves with their own "Me" book.

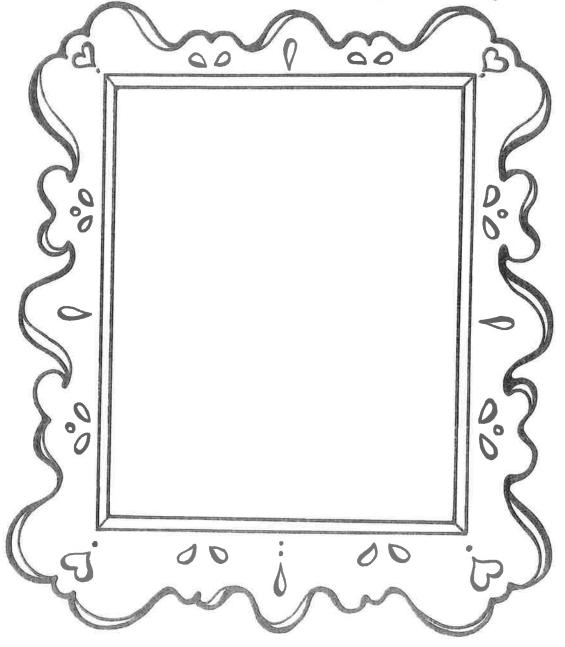


My Books

Name



A Picture of Me!



My Name is...

	m a very special person!
I'd say my be	st quality is:

There is one thing you should know. Am I a boy? Or a girl? I'll tell you! I'm a...... girl boy This is the color I wear glasses. of my eyes: I don't wear glasses. My hair color is: I counted my teeth. I have _____ on the top. I have lost this many I have _____ on the bottom. baby teeth.

I picked a friend to help measure me. My friend's name is:

My Birthday is...

month		day	
	NY Bi	rihday!	Here are the number of candles I will have on my cake. I will be
		ow up, I'd like	years old on my next birthday! to be a:
Because:			

		My favorite m breakfast lunch dinner	eal is:
Here is a picture of my favorite food!			
But please don	't make me	eat	- tother was
There are a lot	of things I	like. These are m	ny favorites!
Number		Season	
Color		T.V. Show	
Holiday		Dessert	
Toy		Day of Week	

Here is a drawing of my family pet. (Or a pet of my own I wish I had.)

I live in a:	
house	apartment
mobile home	duplex
	Here is a floor plan of my room.

Last,	but not	least, y	ou need	l to kn	ow this	about	me:
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Froggy School Alphabet Match!

Grade: K

Time: 30-45 min.

Objective: Teaching students to match capital letters with lower case letters.

Materials: Froggy School Alphabet Match worksheet, pencil, scissors, glue, dry erase

marker, butcher paper.

Activity:

- 1. Discuss project expectations/safety guides.
 - Stay seated during activity
 - Raise a quiet hand if you need something
 - Scissors are for cutting activity paper only
 - Sharing is caring. Share glue and scissors with classmates
 - Clean up after yourself
- 2. Review upper case and lower case letters with the class on a board or a piece of butcher paper.
- 3. Students will write the lower case letter in the square next to the capital letter on their activity paper (before cutting and pasting).
- **4.** Have students point at the perforated box that they will be cutting. Show students how to cut the letters out using the lines.
- **5.** Students will cut out the lower case letters and paste them in the square that match the capital letter.

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I Can Match Numbers!

Grade: K

Time: 30-45 min.

Objective: Teaching students to match capital letters with lower case letters.

Materials: I Can Match Numbers worksheet, pencil, scissors, glue, dry erase marker.

butcher paper.

Activity:

1. Discuss project expectations/safety guides.

- Stay seated during activity
- •Raise a quiet hand if you need something
- Scissors are for cutting activity paper only
- •Sharing is caring. Share glue and scissors with classmates
- •Clean up after yourself
- 2. Review numbers 1-10 with the class on a board or a piece of butcher paper.
- 3. Students will write the matching number in the square next to the bold number on their activity paper (before cutting and pasting). Students will also trace the bubble letters in the perforated box.
- 4. Have students point at the perforated box that they will be cutting. Show students how to cut the letters out using the lines.
- 5. Students will cut out the numbers and paste them in the square that match the coinciding number.

Name: ____ I can match numbers! 6 8

Autographs, Please!

Grade: 2-8

Time: 10-15 Min.

Objective: Getting to know your peers by asking students questions about themselves.

Materials: Autographs, Please! Worksheet

Activity: Explain to students that they will be playing a getting to know you activity by signing the box that applies to them. Students will walk around the classroom and ask their peers questions that are in the boxes. If the box applies to the student, they will sign it. The student will then move on to the rest of the class until his/her sheet is filled with autographs.

Going Deeper:

- Ask students if they were surprised by any similarities or things in common with students in the classroom.
- Discuss similarities and differences. Every student is unique in his or her own way and experiences.



Autographs, Please!

When you find a classmate who has done an activity on your sheet, ask them to sign that box.

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	convertible.	carnival.		
I visited the zoo.	I rode in a	I went to a fair or	I watched a parade.	I went on a picnic.
cool.				6
I learned something	I ate at McDonald's.	I stayed up really	I read a great book.	1 went to a movie.
		sundae.		
amusement	en en	fudge	pool.	poem.
I went to an	I made a new friend.	I ate a hot	I swam in an outdoor	I wrote a story or
	museum.			
	to a	my birthday.	state or country.	friend's house.
I planted a garden.	I went	I celebrated from	I visited a different	I slept over at a
50			7	M
		attended a play.	or more.	
I went to a party.	I read a map.	I acted in or	I hiked a mile	I slept in a tent.

taff Nam	e:							Age or	grade lev	els	K-8TH
		Activity:	СН	ARADI	ES IN A	BAG		Time:	5 min	# Sessions:	1
	1	Book:						Page:		Location:	
		Supplies:		rades ba							
	Reader's Theater						ity so that you Examples: Res			n engaging ac	ctivity to do
ities	Lakeshore,	12. Teach. Describe what stair (you) will be doing during this doubte.									
nrichment Activities	History, Homework Help,						g during this a ready to answ				
ent /	Geography, History,	4. Review: Questions to ask at the end of the activity so students may demonstrate what they have learned from this activity. * What other charades action can we add into the bag?									
Ĕ		5. Notes: A p	lace to	o write do	wn ideas	for improv	ving the lessor	next time); 		
ch	ial Studies,	Activity:						Time:		# Sessions	s:
<u>.</u>	Social	Book:						Page:		Location:	
nr	Science,	Supplies:									
ic/E											
Jem	Writing, Research, Math skill building	2. Teach: De	scribe	what sta	aff (you) w	vill be doin	g during this a	ctivity			
Academic/E	ling, Writing, Res	3. Practice: [)escril	oe what s	tudents w	vill be doin	g during this a	ctivity			
	ш п	4. Review: Que from this active		ns to ask	at the en	d of the a	ctivity so stude	ents may o	lemonstra	te what they h	ave learned

Student Puzzle Pieces!

My N	Name:		
	My Favorites! Color:	A Picture of Me!	
	Food:		I'm Special!
	Hobby:		
Scho	ol Subjects:		

Jump Rope Chants and Activities

Grade: 1st - 8th

Time: 15 - 20 minutes

CINDERELLA

This jump rope activity can be done with children using individual ropes, or,

a big rope is swung by two children and everyone takes turns.

Directions: The idea is to see how many times you can jump before you make an error.

Rhyme:

Cinderella, dressed in yellow, Went upstairs to kiss a fellow, By mistake she kissed a snake, How many doctors did it take? 1, 2, 3, -----

Variation: Another even sillier version:

Cinderella, dressed in yellow, Went upstairs to kiss a fellow, On the way her girdle busted, How many people were disgusted? 1, 2, 3, ----



TEDDY BEAR

Directions: The challenge in this activity is to add motions while you continue to jump. It takes some skill to "touch the ground," "turn around," and "pat your thigh" without losing the rhythm of jumping.

Rhyme:

Teddy bear, teddy bear, touch the ground, Teddy bear, teddy bear, turn around, Teddy bear, teddy bear, jump real high, Teddy bear, teddy bear, pat your thigh.

Variation

The last line of the chant lends itself to different endings such as

- bruch the sky (reach both hands up)
- " wave by a bye (and jump out)

Over and Under

Grade: K-8th

Time: 15 minutes

Materials: Two foam balls

Directions:

- · Players form two parallel lines about 15 feet apart.
- The first player in each line passes the foam ball backward over her or his head to the nest player.
- The next player passes the foam ball under his or her legs to the third player.
- Passing continues, alternating the overhead and under leg passes.
- The first team to successfully pass the ball through the line wins.

Going Deeper:

- What was the secret to this game's success?
- How did your team work together to achieve the greatest efficiency in passing the ball?
- How do flexibility and cooperation help you be successful?

Ready

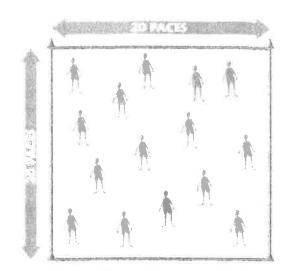
None

Set

Scatter participants throughout area.

GO!

- 1. Today's activity is Stretch Your Body where, you guessed it... you stretch your body!
- 2. On signal, follow my lead for each stretch. As you become more familiar with the proper way to stretch, you can do these more on your own.



- 3. You will start with your neck and work your way down.
 - Neck Keep your shoulders down and drop your head to 1 side. Hold. Repeat to other side.
 - Upper Back Give yourself a big hug. Hold. Switch top hands.
 - Pectorals Grab your hands behind you and lean forward. Gently pull your hands upward. Hold.
 - Quadriceps With your R hand, grab your R ankle behind you. Keep your R knee pointed down and pull your ankle gently toward your backside. Hold. Repeat to other side.
 - Hamstrings Sit and keep one knee straight. Bend the other so your foot comes in and touches the straight knee. Reach toward your toes. Hold. Repeat to other side.
 - Hip Flexors While in a deep lunge, pull your back hip toward the floor. Keep forward foot ahead of knee. Hold Repeat to other side.
 - Shins Curl I foot under melfand sopt, gentle downward pressure. Hold, Repeat to other side.
 - Calves On your hands and feet to a big "V," bend I knee while pressing the
 opposite heel toward the floor Hilld. Repeat to other side.
- 4 Skill Itil

AFTER SCHOOL

- Ho a your strends gendy, don't bounce
- : Challenge;
 - Car you take the sheroh a life is farmed
 - Tay to provide my the modified group of the end careaching?
- Firmer Ferm

Safety First

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Ready

4 cones (for boundaries)

Set

- Create a large (30X30 paces) activity area.
- Form pairs and scatter throughout area.

GO!

- 1. Today's activity is *Partner Tag* where you will play tag with your partner.
- 2. One of you is the 1st Chaser, the other the 1st Fleer; decide now.
- 3. On signal, Fleers walk quickly away from Chasers, while Chasers do 5 jumping jacks.
- 4. Chasers, when you are finished, fast walk toward your partner and try to tag them using a 2-finger tag.
- 5. If your Chaser tags you, switch roles. Begin chasing only after you have completed your jumping jacks.

6. Challenges

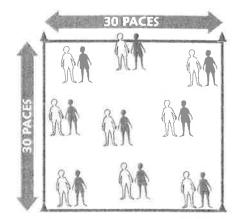
- How quickly can you catch your partner?
- What can you do to get away from your partner?

7. Move More

• Can you think of another way to play *Partner Tag*? Talk with your partner and come up with a few new versions.

Safety First

- Rate your partner's fairness. Thumbs up if they followed the rules well. Thumbs down if they need some work.
- Watch out for others moving throughout the area.



Ready

• 4 cones (for boundaries)

Set

• Create a large (30X30 paces) activity area.

GO!

- 1. Today's activity is Workout Buddies where you and various partners will be active and have fun together.
- 2. How quickly can you find a buddy? This is your "______ buddy". (Fill in the blank with activities below.) You will do this activity with this buddy. During our activity time this year, when you hear "Find your _____ buddy," join with this person and do the activity until the signal. You will have several different workout buddies.
- 3. (Complete 1 Workout Buddies activity.)
- 4. Now, find a totally new workout buddy. This is your " _____ buddy."
- 5. (Complete 2-4 workout buddy activities today and use them periodically over the next few weeks. Every month or so, add a couple of new ones.)
- 6. Workout Buddy Activities
 - Thumb Wrestling Thumb wrestle your buddy while you jog in place.
 - **Secret Handshake** Create a secret handshake to use together.
 - Clay and Sculptor One buddy is the Sculptor and the other is Clay. Sculptor molds Clay into a statue.
 - Knee Tag Face your buddy and try to tag their knee with 1 hand.
 - **Toe Tag** Face your buddy, hands on each other's shoulders. Try to tag their toes with your toes.
 - **Straddle/Kick** Face your buddy. Both jump 1X, then 1 of you jumps into a straddle, while the other kicks through the straddle, then both jump 1X. Next, reverse roles. Jump, kick / jump, straddle and keep it going.

7. Challenges

AFTER SCHOOL

- When I call an activity, how quickly can you find the correct buddy and do the activity?
- 8. **Move More** (Discuss during a cool-down, while leading a stretch.)
 - Does having a partner/buddy make you more likely to work out?

Safety First

- Safety first, speed second.
- Go to "Lost and Found" if you can't find your buddy.



GRAB THE APPLE



Ready...

- 1 beanbag (or anything "grabable") per 2 students
- · Music and player

Set...

- Students in pairs, sitting cross-legged on floor, facing each other, hands on knees.
- · Place beanbag between each pair.

GO!

- 1. The object of the game is to grab the "apple" (beanbag) before your partner.
- 2. The music will play, and when it stops, try to grab the apple before your partner. I'll give you different things to do while the music plays.
- 3. First, hands on knees! When the music stops, grab the apple!
- 4. Now, try with your hands on shoulders.
- 5. (Try with other challenging ways to grab the apple and be in ready position.)
 - Lay back, knees bent, like a sit-up position. Can you do a sit-up to the beat of the music?
 - Can you start in push-up position?
 - Can you lift a back leg while in push-up position to the beat of the music?
 - Can you lift each hand in push-up position to the beat of the music?
 - Can you think of another way to start?



* Push-up Hockey

While both are in pushing position, facing each other, try to store a goal by all ding the beanbag between your partner's hand.

UMIT COOPERATIVE GAMES

OBJECTIVES

AGES: 8-14

EQUIPMENT

Striking skills, muscular strength, cooperation 1 foam ball/8 youth, 4 cones for boundaries, music/whistle

ACTIVITY	ORGANIZATION	TEACHING CUES
	-GROUP DAY	
Straddleball Diagram on back	Groups of 8 with 1 ball (Groups of 7 or 9 are fine.)	-Today's Great Game is called "Straddleball!"
	-Have groups create a small circle, members touching	-The object of the game is to score a goal by striking a ball through the legs of others
	outsides of feet. Legs wide to simulate a "goal."	-Create a "goal" by spreading your legs very wide to touch the sides of the feet with the person next to you.
	In time, add a second ball to each group. Advanced	
	groups may use a third ball	-Bend your knees and get low. Palms of hands facing in towards the middle of the circle, fingers close to the ground
	-NOTE: Some will enjoy aggressive play. Allow youth to categorize themselves into 2 or 3 levels (e.g. "hard core."	-Send the ball through anyone's "goal" by striking it with an open palm and stiff wrist.
	"casual" 'nice and aasy")	-Keep the ball low
		From dain ornitect your "goal" with your hands only
		If the ball goes outside of your aircle, the person who touched it last retrieves it. Toss it back in <u>first</u> , then rejoin the group

- 4 cones (for boundaries)
- 1 foamball or other manipulative per 2 players

Set

- Create a large (30X30 paces) activity area.
- Form pairs standing back-to-back and scatter in area; each pair with a ball.

GO!

- 1. Today's activity is Partner Ball Exchange where you work with a partner to pass the ball back and forth in the following ways:
- 2. **Twist and Turn** On signal, pass the ball to your partner by twisting to 1 side. Use both hands to pass and to receive. Partner receives ball, then twists in opposite direction and hands it back to you on the other side. The ball will "orbit" your waists. Continue until stop signal.
- 3. **Bend and Stretch** Take 1 small step apart. On signal, partner with the ball bends down and passes ball between legs and receiver bends down to receive it between their legs. Again, use both hands for passing and receiving, even if you could do it with just 1. Then stretch overhead to pass it back to your partner who receives it overhead. Continue until stop signal.
- 4. When you hear "Switch!" change your passing direction. (Give the signal randomly every 5-10 seconds.)

5. Skill-it!

AFTER SCHOOL

- Keep your feet anchored to 1 spot. Twist at your waist, keep hips facing forward.
- If you drop the ball, simply pick it up and continue.

6. Challenges

- In 30 seconds, how many times can the ball come back to the partner who started?
- Reverse directions. Can you beat your old record?
- 7. Fitness Focus (Discuss during a cool-down, while leading a stretch.)
 - How did having a partner help you build strength?
 - Can you think of any other partner activities that also help build strength?

Safety First

Keep a safe distance from your partner so you don't bonk backsides.



NO HOMEWORK?

1. POWER-WRITE and illustrate a story about:

- Your day
- · Your family
- · What you want to be when you grow up
- · Where you live
- · Describe your favorite meal
- If you could wave a magic wand, what would you make happen?

2. Read a book to a younger student

Ask 3 on the surface questions and 3 under the surface questions Write the questions and answers and illustrate them, together

- 3. Write a book report Title, author, setting, characters, summarize what happened, if there was a problem how was it resolved?
- Write the book report by yourself
- Write the book report with a younger student
- · Create an advertisement or comic strip about your book
- 4. Write a report about your favorite animal
 Name, physical description, where it lives, what it eats, is it used for
 anything by humans and why you like it.
- 5. Quick Draw: Have Staff time you for 5 minutes while you draw a picture. Now write a 5 paragraph story about your picture. Use Power Write to help you organize your thoughts.
- 6. Draw a map of:
- · Your house and label each room
- · Your neighborhood and label the places
- · The school and label each room
- 7. Design an advertisement or brochure about your STEP Up program.
 Include all the staff, the teachers and students. Your finished product should showcase the best points of your program and convince the reader to send their children to the STEP UP program at your school.
- 8. Write 3 word problems each for:
- Subtraction
- Addition
- Multiplication
- Division

Older students can add line 4 to each section. One Power Write can be one paragraph for a multi-paragraph paper.