

Great Classroom Idea



Grade level: Elementary

Subject (if applicable): Physical Education

Please check all that apply:

- | | |
|---|---|
| <input type="checkbox"/> lesson plan | <input type="checkbox"/> project-based teaching/activity idea |
| <input type="checkbox"/> technology integration idea | <input type="checkbox"/> graphic organizer |
| <input type="checkbox"/> integration of faith and learning idea | <input type="checkbox"/> webquest |
| <input type="checkbox"/> classroom management technique | <input type="checkbox"/> virtual field trip |
| <input type="checkbox"/> devotional | <input type="checkbox"/> bulletin board idea |
| <input type="checkbox"/> science demo or experiment | <input type="checkbox"/> critical thinking strategy |
| <input type="checkbox"/> assessment tool | <input type="checkbox"/> original classroom game |
| <input type="checkbox"/> relationship-building idea | X other: <u>P.E. activity</u> |

Description: (attach supplementary materials if needed)

Noodle Tag

Once the students have lined up in the gym and they have stretched and warmed up, pick two students to start in the centre of the gym. Both students will be given a pool noodle (cut in half so it is 3 feet long).

The rest of the class will split up and move about the gym staying on any and only the painted sports lines (basketball, volleyball, badminton, etc.). When the whistle blows, they are to move around and avoid being touched by one or the other noodle chasers. When touched, they drop to one knee and put their thumb up. Someone who hasn't been caught can come and tag them to free them to continue playing. Each chase lasts 3-5 minutes. New chasers are chosen and the game begins again.

variations include calling out the colour of the lines for the student to stay on.

(Noodles are used to eliminate hands on and hitting.)

Submitted by: Jason Perkins

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