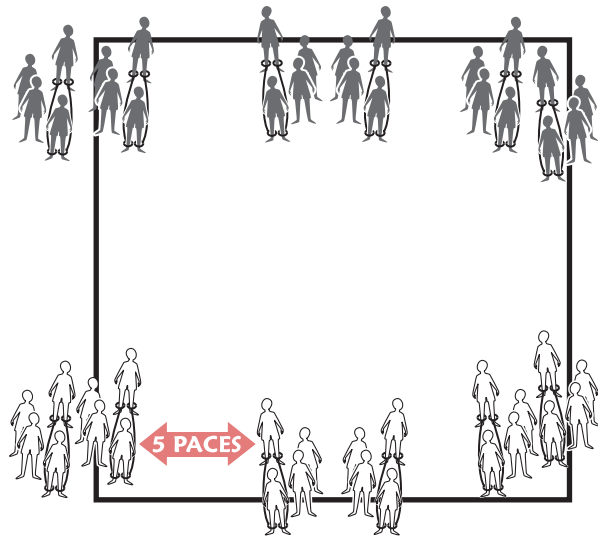


Ready...

- 2 pairs of movement bands per group of 8 students
- *Movement Band Skill Cards - Group Tricks* (SPARK Instructional Media CD)

Set...

- Create groups of 6-8 scattered around perimeter; each group with 2 pairs of movement bands.
- Select 3 group trick *Movement Band Skill Cards*, with a variety of levels of difficulty.



GO!

1. The object is to practice a variety of group tricks with the Movement Band.
2. (Tell the students which tricks are on the cards you have chosen.)
3. On signal, your group chooses 1 of these 3 tricks and practices it until the stop signal (about 30 seconds).
4. On stop signal, I'll select a student to randomly draw 1 of these 3 *Skill Cards*, and announce it to all. All groups who had been practicing that trick score a point. It is a "Lucky Guess!"
5. Switch your Jumpers and Enders every 3 rounds.

CHALLENGES

- ★ How many jumps can you do before the stop signal?
- ★ How many lucky guesses did you make?

CUES

- ★ Stay light on your feet. Keep them moving.

★ **Playing the Odds**

(Decrease the odds of a lucky guess by adding 1 more Skill Card. Increase the odds by removing 1 Skill Card.)



ACADEMIC

Math (Percentage) - To find out what percent (or portion) of the time your group guessed correctly, keep track of the total number of guesses your group makes, as well as the number of times your group guesses correctly. Find the percentage by dividing the number of correct guesses by the total number of guesses. If you got 8 out of 10 right, that is 80%.

● **STANDARDS ADDRESSED**

NASPE

#1, 2 Group trick movements

#3, 4 Cardiovascular endurance

- #5, 6 Cooperation, accepting challenges

Your State (Write in here)

●



PAULA'S POINTERS

- Play up the point thing after each round for fun. Ask, "How many of you guessed correctly?" Tell them that they are almost as lucky if they never made a lucky guess as if they always made a lucky guess.

NOTES

