

ACTING UP CONTENT

Introduction.....	4
Activity Index Table.....	8
Cruising with Communications	
Volley Vocabulary.....	10
Speller-cise.....	11
Paper Plate Pep Rally.....	12
Blizzard.....	13
Keyboarding on the Move.....	14
How Does It End?.....	15
Letter Lift-Off.....	16
Persistence.....	17
Math in Motion	
Jump Rope Estimation.....	20
Fraction Frisbee Fun.....	22
Math Walk.....	23
Roman Numeral Run.....	24
Can It.....	25
Race for the Place.....	26
Money Machine.....	27
Toss Up.....	28
Swinging with Social Studies	
Read to Me.....	30
Conquering Coordinates.....	31
Crazy Capital Jump.....	36
Moving in the Right Direction.....	37
Where is It?.....	38
Puzzlemania.....	39
Walking the Timeline.....	40
Happy About Health	
Your Disease Fighting Army.....	42
Survival.....	43
Stop, Drop and Roll.....	45
Active Play.....	46
Locomotor Labels.....	47
Red, Yellow and Green Light Foods.....	48
Rock Around the Pyramid.....	50
Fruit and Vegetable Challenge.....	51
Tag Games - "Motion Breaks"	
Clothes Pin Tag.....	9
Partner Toss.....	19
Uno, Dos, Tres.....	29
Walk Tag.....	41
Hold Em.....	41

Spellerercise



Space required: Classroom



Description: Kids receive index cards with a spelling word on one side and a physical movement on the other side. The kids practice spelling their word while acting out a physical movement and then while in motion, spell the word to a partner.

Materials: Index cards

- Pre-Prep:**
- Write spelling words on one side of the index card and a physical movement on the other side. To make it easier for kids to distinguish one from another, write the spelling words and physical movement in two different colors.
 - Make enough cards so there is 1 card per player.

LET'S DO IT: 

The teacher

1. Gives each player (1) card.
2. Instructs each player to look at the spelling word and physical movement listed on his/her card.
3. Gives a signal for players to begin doing the physical movement listed on their card while practicing the spelling word listed on the other side of their card.
4. At the end of 30 seconds or **less**, instructs that each player switch his/her card with another person and to spell the word being traded while acting out the motion.
5. As soon as spelling is completed, gives the signal for players to begin practicing their new spelling word and physical movement, and repeat the word trade-off.

Lower Level Revision: 

- Use alphabet cards with animal pictures.
- Check the player's letter and sound recognition while they move like the animal on their card.