

SPARK Holiday Games

Cedric Philo

Northpark Elementary Rock Springs, WY

Grinch Tag

Grades K - 2

Ready

- 4 cones for boundaries
- 25-40 beanbags or other small objects
- 4 hoops for present collection
- 4-5 pinnies for Grinches

Set

- Create large (30X30 paces) playing area.
- Scatter beanbags in a large circle in the middle of the playing area.
- Place the 4 hoops just outside the boundaries to designate safety zones for present collection.
- Select 4-5 students as the Grinches (wearing a pinnie) to protect their presents.
- Remaining students are Santa's Helpers and are divided around 1 of 4 designated hoops in safety zones.

GO!

1. Today's activity is called *Grinch Tag*.
2. The object is for Santa's Helpers to get as many presents as they can in 30 seconds. Do that by using the designated locomotor skill to get 1 beanbag at a time, then bring it back to the hoop in your safety zone. Try to avoid being tagged by a Grinch.
3. If Santa's Helpers get tagged, freeze with a hand in the air. Get unfrozen when a teammate gives a high-five.
4. Grinch's start just outside of the circle of presents.

Safety First

- Grinches, tag gently with 3 fingers while calling tag so the helper can hear and feel it.
- Look before you move to avoid bumping into another helper.

SPARK it up!

- Scooter time!
Allow students to use scooters to play this game. Students can ride on their pockets, knees, stomach or 1 knee.