

K-2

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		#1 of 4	#2 of 4	#3 of 4	#4 of 4
Classroom Part 1	10 mins	Welcome/Intro Slides	Welcome Back/Review-Check-In	Welcome Back/Review-Check-In	Welcome Back/Review-Check-In
Activity Part 1	65 mins	Building a Foundation	Icebreakers - Choose 2 out of these 3	Icebreakers - Choose 2 out of these 3	Icebreakers - Choose 2 out of these 3
		Personal Space	4 Corners (ASAPs)	Gotcha (PLE)	I Like People Who (SEL)
		General Space	Roadway (ASAPs)	Frogs Across the Pond (ASAPs)	Good Ship SPARK (ASAPs)
		Go Away, Go Home (General Space)	Kickball Roundup (PLE)	The Bouncer (ASAPs)	Alley Cat (ASAPs)
		Scrambled Eggs (General Space)			
		Gathering Coconuts (General Space)			
		Locomotor Skills, Levels, and Directions			
		Traffic Lights (Tempos and Creative Moves)			
		Back To Back/Sculptor (General Space/Creative Moves)			
		Same and Different (Pairing and Moving Together)			
		Mingle, Mingle (Grouping and Making Bridges)			
		ASAPs - Choose 2 out of these 3	Dribbling Volleying Striking	Manipulatives	Kicking and Trapping
		I See, I See	Bounce and Catch Introduction	Scarf Exploration	Dribbling "Soccer-Style"
		Snakes and Lizards (trainer to bring small objects)	Dribbling Introduction	Scarf juggling Lead-up	Control Dribble around Obstacles
		Chicken Dance	Squirrels & Acorns	Bean Bag Exploration	Partner Roll, Pass, and Trap
			Straddleball	Twist & Turn/Bend & Stretch	Triangle Passing and 3-Player Kick and Score
				Line Boogie	Showtime
			Dance		
	Conga	Limited Space			
	Hawaiian Roller Coaster Ride	Musical Hoops			
	Shoemaker's Dance	Grab the Apple			
		Squirrels in the Trees			
Classroom Part 2	15 mins	General program & lesson overview - what you have & how to use it	SPARK App – detailed app slides	SPARK App: Group creator/student selector details	SPARK App: Assessment details
BREAK	10 mins	BREAK	BREAK	BREAK	BREAK
Activity Part 2	50 mins Note: For #1 of 4 - only 45 mins here as 5 mins added to Classroom Part 3 below.	Catching and Throwing	Jumping	Balance Stunts and Tumbling	Peer Teaching
		Throwing Underhand to Targets	Long Rope Turning in Pairs	Animal Balancing Act	Fair Play Hoopla (SEL)
		Self-Toss and Catch	Long Rope Jumping I & II	Basic Body Positions	Oxygen Boogie (Games)
		Partner Throw and Catch	Jumping and Landing Circuits	Static Balances	Tarantella (Dance)
		Clean Your Room		Partner Stunts	Pass & Duck (Limited Space)
					Mindful Breathing (Mindfulness) - no yoga mats
		Games	Parachute	Recess Activities	Keep It Up (Dribble/Volley/Strike) - balloon/beach balls
		Cookie Monster Tag	Parachute Introduction	Rock Paper Scissors Tag	Bowler Rollers (Catching and Throwing)
		Crazy Cones	Chute Shapes	Corn Toss	Partner Hoop Rolling (Manipulatives)
		Catch and Chase	Move And Groove	Switcheroo	
			Changing Places		
			Popcorn		
	Super Hero's Cape				

Classroom Part 3	30 mins Note: For Part 1 - 35 mins here.	SPARK App Feature Slide SPARKfamily & Debrief Activity (Scavenger Hunt - in WORKSHOP BOX) Overall wrap-up, Evals & Raffle, Certificate Code	Debrief Activity (Gallery Walk - in WORKSHOP BOX) Overall wrap-up, Evals & Raffle, Certificate Code	Debrief Activity (Scenario-Situation - in WORKSHOP BOX) Overall wrap-up, Evals & Raffle, Certificate Code	Show Lesson Quality Checklists on slide Debrief Activity (BINGO - in WORKSHOP BOX) Overall wrap-up, Evals & Raffle, Certificate Code
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What I will START doing, STOP doing, & CONTINUE doing?

3 activities from today; 2 you will tell a friend; 1 you will do tomorrow