

Keith Lowe

Color Run

Equipment: 60-70 cones, 22 markers with 11 colors total, 100 notecards, 4 playground balls

Psychomotor: Students will be able to successfully perform a double leg single jump.

Cognitive: Students will be able to divide 8 in half.

Affective: Students will demonstrate their ability to cooperate together to find all of the colors in the Color Run.

Warm up: 8-4-2-1:

1. Everybody is facing the front of the classroom
2. Everybody jumps 8 times
3. Turn to the right
4. Repeat steps 2-3
5. When facing the front of the class again, jump 4 times.
6. Repeat steps 2-5 with 2 jumps and 1 jump.

Activity: *The Color Run:* The object of the game is to find the colors in the matching order of the instructors' note card.

Set up: Have half of the field covered in cones of various sizes. Hide 22 markers (11 colors, 2 of each) underneath the cones.

Rules: On a team of four, you must work together to find the first color that matches the teachers' card. So, if the first color is red then my team and I will work together to try and find the red marker hidden underneath the cones. When we find the right color, we will mark our own notecard with that color. Next we will go to one of the teachers to show them that we found the right color. The teacher will tell the team the next color secretly. The teacher will only tell the team the next color if they have their entire team together and the correct color in the right order. The first time to complete the color sequence wins. Everyone who completes the sequence gets a free choice of either 2 square, 4 square, 9 ball, or the jungle gym.

-The teachers DO NOT want to see the markers! We want to see the notecard with the mark on it.

-Do not yell out the color or that you found the color. You don't want the other teams to know the colors or where they are!

-Stand the cones back up. Do not leave them upside down or on the side.

-Do not move the markers! If you find a marker underneath a cone you **MUST** leave it there! You cannot carry the markers anywhere, even if your teammate with the notecard is not near you.