

Teaching Level 3 Teamwork

Praise Phrase

This activity reinforces the concept that Friendlies make other people feel good. Help students list words that make people feel good. Suggest or elicit praise words such as great, awesome, super, fantastic, wow, fabulous, nice, or good. Let students experiment and combine two words to form a new word.

Fantastic + Fabulous = Fantabulous or Fabtastic

Nice + Super = Nuper or Supice

Fantastic + Awesome = Fansome or Awetastic

Great + Super = Greaper or Supreat

Keep a list and choose a silly praise word for the day or have a special word for each class. These silly praise words can be used with Challenge Coach activities

Praise Phrase Stations

Once the class has created their praise phrase, have students choose partners. Give students a variety of challenges to perform at stations and have students praise their partners with the silly praise word of the day when they meet the challenge. No negative comments allowed!

This activity can be combined with Taking-Turns Stations.

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Teaching TEAMWORK: Ocean Kingdom

Equipment: Two deck rings per pair of students or two Frisbees, hula hoop for each pair of students. Sea creatures or a variety of equipment representing sea creatures, two to three scooters and two to three pipe insulation foam tubes to be used as tagging implements, taggers and the song “Under The Sea” from Disney’s Little Mermaid.

Set Up: Students are paired up and have two deck rings or Frisbees. Instead of holding hands they connect by holding the deck ring or Frisbee. A hula hoop or basket is placed on the floor on one side of the gym for each pair of students to place their captured sea creatures in. I have a collection of beanie babies from the dollar store or rummage sales that are sea creatures. Scatter sea creatures or a variety of equipment (beanbags, fluff balls, yarn balls, spider balls) on the opposite side of the gym. Leave room between hoops and creatures for taggers to scoot on scooters. Two taggers sit on scooters as King Triton and Queen Athena. Taggers hold pipe insulation representing tritons that will be used to tag pairs of students who have captured a sea creature.

Game: Students try to collect as many sea creatures without getting tagged while the music is playing and place them in their hula hoop. Students must stay connected by holding on to the deck ring or Frisbees. Using the deck ring or Frisbee students squeeze and lift a sea creature and take it back to their hula hoop. If students drop a sea creature, they leave it where it lies and return to their hula hoop to do a designated activity such as 10 shoulder touches and then start collecting again. If they are tagged by King Triton or Queen Athena, they must drop their sea creature and leave it where it lies and return to their hula hoop to do a designated activity such as 10 shoulder touches. The students with the most creatures at the end of the song or designated time become the new King Triton or Queen Athena.

Variations: Older students can have two different activities to do to return to the game, one for a drop and one for a tag. Younger students may have a designated locomotor skill such as slide or walk to use during the game. Rotate taggers instead of winning the chance to be a tagger.

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