**2019 K-2 Field Day Stations**

Station 1

 Activity: **Spin The Bat Relay**

1. Classroom teachers will divide the class into two teams.
2. On the command, “Ready, Set, Go”, students will run to the first cone, do 5 jump knee tucks in place, then run to the second cone. Next, they will place their hands on the smaller end of the bat and put their forehand on their hands. The other end of the bat must remain on the ground while the student goes around in a circle for 3-5 times. Finally, they will do their best to get back to their line. Play again if time permits.

Station 2

Activity **Mission Impossible**

1. Classroom teachers will divide the class into four teams.
2. Scatter all the beanbags (documents) behind an end line. Three players are selected to be the “guards” (guards will have colored jerseys) and stand in the center of the field. The four teams (spy agencies) assignments are to retrieve stolen secret documents without being tagged by guards. The documents are brought back to each agency’s headquarters (starting line). Each player may pick up one beanbag at a time. The players (spies) try to make it across to where the special documents are being kept. Players are safe from the guards once they pass the end line. Beanbags may only be carried, not thrown across the field. Only one player at a time from each team can go out.
3. When tagged by a guard, the player must return back to their headquarters (starting line).
4. If a document is retrieved, that player gets a free run back to their headquarters. Play continues until all of the documents are retrieved. The team with the most documents is designated as the “Super Spy Agency”. New guards are picked and play resumes if time permits.
5. ***Hint*: The students like for adults to be taggers.**

Station 3

 Activity: **Hop-A-Roo**

1. Classroom teachers will divide the class into four teams.
2. For Hop-A-Roo: Students will hold the handle and place it between their legs while squeezing it with their feet. On the command, “Ready, Set, Go”, students will hop around the cone and back.

Station 4

 Activity: **Challenge Course**

1. Classroom teachers will divide the class into two teams.
2. On the command, “Ready, Set, Go”, students will travel down and back through an obstacle course.

Station 5

 Activity: **Steal The Ball**

1. Classroom teachers will divide the class into four teams.
2. Position each group behind a hula-hoop. In the middle is a hula-hoop that contains a large amount of balls. On the command, “Ready, Set, Go”, students run to the middle, picks up **ONLY ONE** ball, runs back to their hoop, places the ball inside the hoop, and then tags the next person in line. The game ends when all of the balls are gone. Students and volunteers will count their balls to determine winner.
3. If there is time left, start the game over, and have the children gallop, or skip to the middle instead of running.

Station 6

Activity: **Baton Relay Race**

1. Classroom teachers will divide the class into two teams.
2. On the command, “Ready, Set, Go”, one student at a time will run with a baton around 4 cones, and then hand the baton to the next person in their group.
3. As soon as the runner passes the 4th cone, the next runner immediately steps up to the starting cone to receive the baton.
4. A runner will run twice if his/her group has fewer runners.
5. If time permits, repeat the race, but have the teams go opposite directions.

Station 7

 Activities: **Egg Spoon Relay** and/or **Sack Races (if the ground isn’t muddy)**

1. Classroom teachers will divide the class into four teams.
2. On the command, “Ready, Set, Go”, students will maneuver down and around the cones and back to their line.
3. Students can do 3-legged sacks races if time permits

Station 8

### Activity: **Cook The Chickens**

1. Classroom teachers will divide the class into four teams.
2. Each group will have a colored bucket (cooking pot)
3. On the command, “Ready, Set, Go”, students will run to the other end to retrieve **ONLY ONE** chicken, run back to their line, and tag the next person in line.
4. After the chickens are gone, the students run to the other end to retrieve **ONLY TWO** ingredients (clothespins). They should scream aloud the ingredients (written on the clothespins) as they are running back to their line, and then tag the next person in line.
5. Continue until the bucket at the other end is empty. Then the students and volunteers will count all of the chickens and ingredients in their bucket.
6. If there is time left, start the game over, and have the children gallop, or skip instead of running.

### Station 9

 Activity: **Tunnel Freeze Tag**

1. Select 2 students to be “Ice Taggers”. The rest of the class scatters about the playing area. When the players are tagged, they freeze with their arms and legs spread apart. When an unfrozen player crawls through a frozen player’s legs (tunnel), the frozen player automatically “melts” and can play again. Girls should go under girl’s tunnels and the boys the same. (Students will tag the arms instead of crawling through the tunnel if ground is muddy or if necessary.)
2. Play for a couple of minutes, and then begin a new game by selecting new players to be “Ice Taggers”.

Station 10: **Water/First Aid**

**Tug-of-War** will take place immediately after each class has completed all of the stations.

1. Two teams in line facing each other.
2. The objective: to see which team can pull the other team past a designated line.
3. Emphasize:
	1. Being ready to pull on command – READY, PULL!
	2. Being ready to stop on command without dropping or letting go the rope. Great fun! Safety comes first.