

Lesson 3 of 6

Scooter Activities

EQUIPMENT

obstacle free area » one scooter for each student » upbeat music » music player

Warm It Up

SCOOTER LINK UP TAG

As students enter the activity area and pick up a scooter, assign two people to be taggers who try to tag all

other students. Should a student be tagged, they link elbows and travel forward with the tagger and work together to tag more students. Should another student be tagged, the group of three continues to play. When a player is tagged by a group of three, the group splits into two pairs and continues. The game ends when all students are linked. Play again inviting the last two students who were tagged to start the new game by being the taggers. Share observations of students playing cooperatively or uncooperatively during the warm up activity. Explain that students will have the opportunity to complete partner challenges with a number of different classmates. What's important is not that all of the challenges are completed, but that students work together in a positive and cooperative manner.

ABCD's of Physical Education



RELATED RESOURCES

ABCD's of Movement for Grade 2 (LRC# 471045), and Grade 3 (LRC# 471053), Alberta Education, 2002, www.lrc.education.gov.ab.ca

Physical Education Online website, www.education.alberta.ca/physicaleducationonline



Safety First!

For safety, equipment, and supervision considerations when planning indoor physical activities, see pages 19-20 in "Safety Guidelines for Physical Activity in Alberta Schools", Alberta Centre for Injury Control and Research (ACICR), 2008, www.acicr.ualberta.ca.



Cooperation

Communication	
Fair Play	
Leadership	
Teamwork	C(K-3)-5

Clues that students are achieving the outcome...

"Students will display a willingness to play cooperatively with others of various abilities, in large or small groups." *Physical Education Program of Studies, Alberta Learning, 2000.*

- Students can partner willingly with any other classmate
- Students can work with a variety of partners to complete the challenges



Whoop It Up

DOUBLE FUN SCOOTER ACTIVITIES FOR PARTNERS

Be sure to take into account the abilities of all students when planning learning opportunities and incorporating variations as needed to ensure learning and success for all. Challenge pairs of students to complete the activities described below. Allow 10 seconds after each challenge for students to find a new partner by asking one student from each pair to stay still while the other student moves to a new partner. Students who are unable to find a new partner after 10 seconds meet in a designated area where the teacher will help them find a partner.

Scooter Follow the Leader » Students play rock-paper-scissors to determine who will be the first leader. The leader travels on the scooter using a variety of body positions (on seat, stomach) and methods of propulsion (using feet, feet and hands). The follower travels behind the leader and mimics their movements. Play music as the pair travels safely throughout the activity area. When the music stops, change roles so the other partner is the leader. The activity resumes when the music starts again. Change the leader multiple times. **Scooter Footwork** » Students sit beside each other on the scooters, link elbows and travel forward, backwards, and sideways using only their feet. Then, students sit back-to-back with elbows linked and move in a variety of directions. Partners must ensure that they stay connected and travel together at all times. **Alligator Crawl** » Students lie face down on their scooters beside each other and join inside hands. Move forward, backwards and sideways. **Two Scooters** » Place the scooters beside each other on the floor. Each partner places one knee on their scooter on so the pair is facing the same direction with an arm around each other's waist. Students use their outside feet to propel themselves in all directions. Encourage students to switch sides. **Whirligig** » Partners sit face to face on their scooters and put their feet on their partner's scooter. Students find ways to move forward, backwards and sideways in this position. **Pushcarts** » One partner sits on one scooter and places their feet on the other scooter. The other partner stands behind and pushes the student on the scooters. Play some music. When the music stops signal the students to switch roles. Repeat multiple times. **Wheelbarrows** » Return one scooter to a designated area. One student places hands on the scooter in push-up position while their partner holds their legs above the knees and slowly pushes forward. Play music. Signal students to switch roles by stopping the music.



Safety First!

For safety, equipment, and supervision considerations when playing activities with scooters, see page 118 in "Safety Guidelines for Physical Activity in Alberta Schools", Alberta Centre for Injury Control and Research (ACICR), 2008, www.acicr.ualberta.ca.



Cooperation

Wrap It Up

Add On: Every student sits on a scooter and links elbows with another partner. Each pair then links elbows with another pair to form groups of four, who then move throughout the activity area without touching other groups. Stop the activity every minute and invite each group to join with one other group. Continue until the entire class is traveling together as one large group.