

GLEBE FIELD DAY CAPTAIN, HELPER, AND VOLUNTEER'S SURVIVAL GUIDE

Thank you for your help with Glebe's Field Day 2023! This day would not be possible without your support, and I know our great Glebe Team will make this a fun day for everyone.

Field Day Rain Date: Friday, June 9th

Here you will find: the main schedule, a map, event helper assignments, the event instructions, a sample score sheet (clipboard, pens and score sheets will be provided at your event station). Please note on the map what field event comes after yours numerically and where it is (e.g. event #8 goes to event #1, #1 goes to #2, #2 goes to #3, etc.) so you can point each group in the right direction when it is time to rotate **(Like last year K-3rd have 8 stations including a water break. 4th and 5th have no water break)**. We plan to have signs at each field event. If you are helping with the **Bus Loop Games**, then refer to the bus loop section of this guide.

Please be sure to show up at your event station early (see the map—p.3) and double check to make sure you have all the equipment necessary. Each **field event** will be 8 minutes long with 1 minute to get to the next station. Bus Loop Games are in ½ an hour blocks. As soon as the group arrives get started because we have a very tight schedule to follow. For field events, each class will come divided into two groups (blue and white). Some events use 4 groups, and some just need 2 teams, blue vs. white. Check your instructions and be sure to ask your event trainer (Ms. Manchisi or Mr. Herninko) if you have any questions or find us here on the big day: **Kelly will be at Station #1 (Apple Tree/Toxic), or Station #2 (Parachute/Jedi Knights), Lindsey will be at the Bus Loop, and Wayne will be outside running the field events (usually above station #4 Milkin' Old Bessie)** most of the time.

Mr. Herninko will signal the end of each field event with the bull horn siren. When the groups rotate that is a good time for you to record your winning color team and assess the class's overall level of sportsmanship (see the score sheet). Circle which class you had, circle the word that best describes each color team's sportsmanship and enthusiasm, circle whether one team was dominant or if the competition was basically even).

Utilize the classroom teacher. Don't hesitate to ask the classroom teachers to help you with the score sheet or any other aspect of the event. Be sure to ask their opinion if you're not sure how to handle something (especially with a student). Two heads are always better than one.

Remind each group about the sportsmanship/enthusiasm points as a motivator for good behavior!

PLEASE DO NOT FORGET TO FILL OUT THE SCORE SHEET FOR EACH CLASS!

Please come prepared to be outside for a good part of the day. **Shorts, t-shirts** (try to dress equally in Glebe Blue and White to support both teams), **comfortable shoes, a hat, sunglasses, sunscreen** and a **positive attitude** will all combine to help make everyone's experience fun and rewarding. **Drinks and snacks will be provided.**

Please stay flexible and maintain a sense of humor! Stuff happens. A schedule that has 500+ kids bouncing around to multiple events inside and outside the school is bound to have some "potholes." Go with the flow and take it as a compliment to your wonderful ability to adapt if you, or your helper, is asked to "pinch hit" at an unscheduled time.

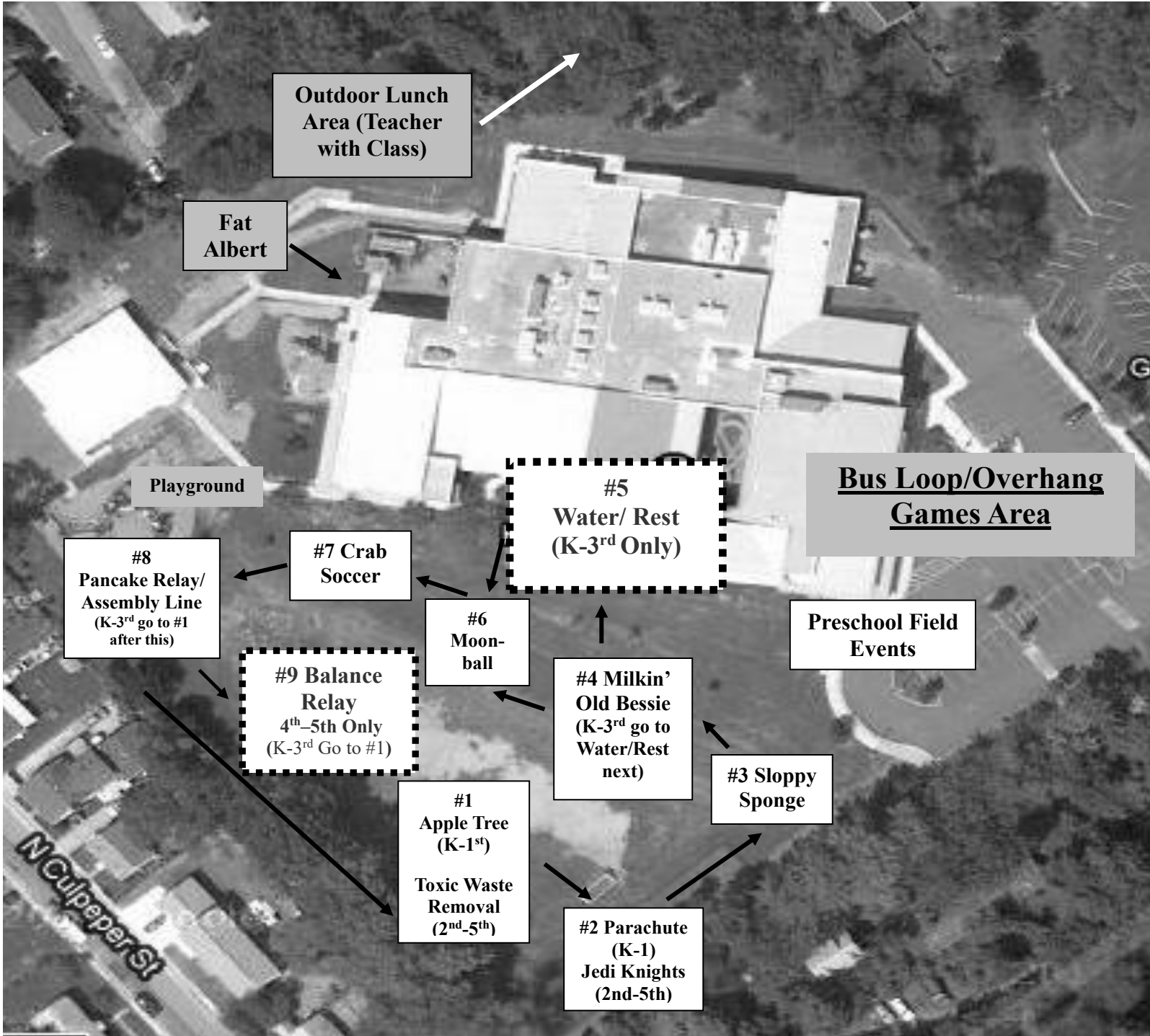
In case of rain (Please NO... but just in case) we will transition as quickly as possible to a normal Friday schedule. If the field day lunch schedule has already started and it rains (the first class has lunch at 11 A.M.) we will use the field day lunch schedule and get back to the regular schedule after each class eats lunch.

Thank you Thank you Thank you Thank you Thank you Thank you Thank you Thank you !!!

2023 Glebe Field Day Schedule

Time	KG	KSt	KSe	KR	1VH	1A	1H	1Sa	2B	2R	2M	2G	3A	3C	3H	3B	Pie Head S	4P	4S	4M	5N	5S	5G	5W
9:05-9:20																	Bus Loop Fun							
9:20-9:35									Bus Loop Games (9:15)								Bus Loop Fun						Fat Albert	
9:35-9:50											Bus Loop Games (9:45)							Gym						
9:50-10:05																								
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Field Events-8 (9:15-10:31)																								
Field Events-8 (10:55-12:11)																								
Field Events-8 (12:45-2:01)																								
2:15 P.M. Blue vs. White 5th Grade Kickball Game																								

2023 Glebe Field Day Map



2023 Glebe Field Day Event Captains and Helpers (*=event captain)

We have tried to schedule you as evenly as possible throughout the events. We also usually have a few parent volunteers and “floaters” in case “things come up” and/or someone’s not here on Friday, June 3rd. But if there is a shortage of people available for your station on field day or we must ask you to switch jobs please “go with the flow” and be there for as long as we need you. That will make all the difference in making this a safe, fun, and memorable day for the whole Glebe Community. Thanks, friends!

#1 Clean Up Under the Apple Tree (K-1st)/Toxic Waste Removal (2nd-5th) [2]

(**Stacey Lewis***, **Kelly Manchisi***, Sherry Robertson, Brooke Stringer, Sandra Rodriguez)

9:15-10:31 AM (K-1st grade) **Stacey**, Sherry Robertson

10:55-12:11 PM (2nd-3rd grade) **Kelly**, Brooke Stringer

12:45-2:01 PM (4th and 5th grade) **Stacey**, Sandra Rodriguez

#2 Parachute/Jedi Knights [2/4] (**Sara Saxton***, **Kelly Manchisi***, **Teresa Foeckler**, **Corryn Schonberg**, Holly Cullen, Malissa Jones, Vanessa Jordan, Lindsey Binstock, Christy Foronda)

9:15-10:31 AM (K-1st grade) **Kelly**, **Corryn**, Malissa Jones, Holly Cullen

10:55-12:11 PM (2nd, 3rd grade) **Sara**, **Teresa**, Vanessa Jordan, Lindsey Binstock

12:45-2:01 PM (4th and 5th grade) **Sara**, **Corryn**, Christy Foronda, Lindsey Binstock

#3 Sloppy Sponge Relay [2-3] (**Beronica Salas***, **Mary McInerney***, **Teresa Foeckler**, **Rebecca Cole**, **Sarah Botha**, Sumita Changela)

9:15-10:31 AM (K-1st) **Beronica**, **Mary**, Rebecca Cole

10:55-12:11 PM (2nd-3rd grade) **Beronica**, **Mary**, Sumita Changela

12:45-2:01 PM (4th and 5th grade) **Beronica**, **Teresa**, Sarah Botha

#4 Milkin’ Old Bessie [2] (**Kristin Wine ***, **Rosa Navas***, **Stacy Rinker**, Kendra Russell, Alpa Patel)

9:15-10:31 AM (K-1st) **Kristin**, **Stacy**, **Rosa**

10:55-12:11 PM (2nd-3rd grade) **Kristin**, Kendra Russell, Alpa Patel

12:45-2:01 PM (4th and 5th grade) **Rosa**, **Stacy**

#5 Water Break

#6 Moonball [2] (**Nick Backer***, **Jeanette Preniczky**, Robbie Magalski, Troy Blanton, Kay Holt, **Lauren Wisniewski**, Shelley Maniscalco)

9:15-10:31 AM (K-1st grade) **Nick**, **Jeanette**, Robbie Magalski

10:55-12:11 PM (2nd-3rd grade) **Jeanette**, Troy Blanton, Lauren Wisniewski

12:45-2:01 PM (4th and 5th grade) **Nick**, Kay Holt, Shelley Maniscalco

#7 Crab Soccer [3] **Tara Blankinship***, **Lynn Westergren***, Shannon Mok, Taylor Billingsley, **Jackie Hoggins**, **Kevin Fossett**, Bill Major)

9:15-10:31 AM (K-1st grade) **Tara**, Shannon Mok, Taylor Billingsley

10:55-12:11 PM (2nd-3rd grade) **Lynn**, Kevin Fossett, Jackie Hoggins

12:45-2:01 PM (4th and 5th grade) **Tara**, **Lynn**, Bill Major

#8 Pancake Relay/Assembly Line [4] (**Heather Morgan***, **Sara Tewodros***, **Lindsay Estabrooks**, **Diane Bok**, **Katie Williams**, **Kristen Johnson**, **Michelle O’Connor**)

9:15-10:31 AM ((K-1st grade) **Heather**, **Lindsay**, **Diane**, Theresa Moore

10:55-12:11 PM (2nd-3rd grade) **Sara**, **Diane**, Katie Williams, Michelle O’Connor

12:45-2:01 PM (4th and 5th grade) **Sara**, **Heather**, Katie Williams, Kristen Johnson

#9 Balance Relay [4] (**Eleanor Lewis***, **Liz Newman**, Cornelia Lesh, Malissa Jones)

12:45-2:01 PM (4th and 5th grade) **Eleanor**, Cornelia Lesh, Malissa Jones, Liz Newman

Preschool Field Events: 10:25-10:55 (**Lindsey Brizendine***, Emily Campbell, Emily Swenson)

K-3rd Bus Loop Games

Captain of the Loop: Lindsey Brizendine* Morning Lieutenants: Lauren Fryer-Lewis, Melissa Bartl
Afternoon Lieutenants: Chad Clay, Kimberly Figel Benoit

**= assigned a slot below

Sessions	Bus Loop #1				Bus Loop #2				Hoop Pass			
	Stack It Up	Body Balance	Eat It	Cup Stack Attack	Stack It Up	Body Balance	Eat It	Cup Stack Attack	Hoop Race #1		Hoop Race #2	
8:45-11 AM	Alison Landry	Ariane Katz	Beth Olchowski	Crista Cueto	Iqra Mubasha	Jessica Hawkins	Sarah Stein	Sumita Changela	David Krause	Helen Krause	Kathleen Freeman	
11:15-2 PM	Alexis Beach	Alison Landry	Anabel Bornot	Christine Stevens	Greg Hurst	Lauren Hurst	Lauren Bell	Savanah Perry	Scott Smith	Nathan Burlingame	Beckie DiPasquale	Jon DiPasquale

Each area above (Bus Loop #1, etc.) has three tables. Stack It Up/Body Balance are @ one table (white above), Eat It is at a second table (pink/dark grey above), and Cup Stack Attack is @ the last (yellow/light gray above).

Hoop Race is New this year, PLEASE SEE THE SURVIVAL GUIDE FOR INSTRUCTIONS RE:HOOP RACE.

4th and 5th Gym—Comets and Asteroids Enjoli Goyal*, Jennifer Smith, Rachel Landry, Eleanor Lewis,

9:05-10:20 Enjoli Goyal*, Jennifer Smith, Eleanor
 10:20-11:35 Enjoli Goyal*, Jennifer Smith, , Rachel

Fat Albert (5th Grade Only)

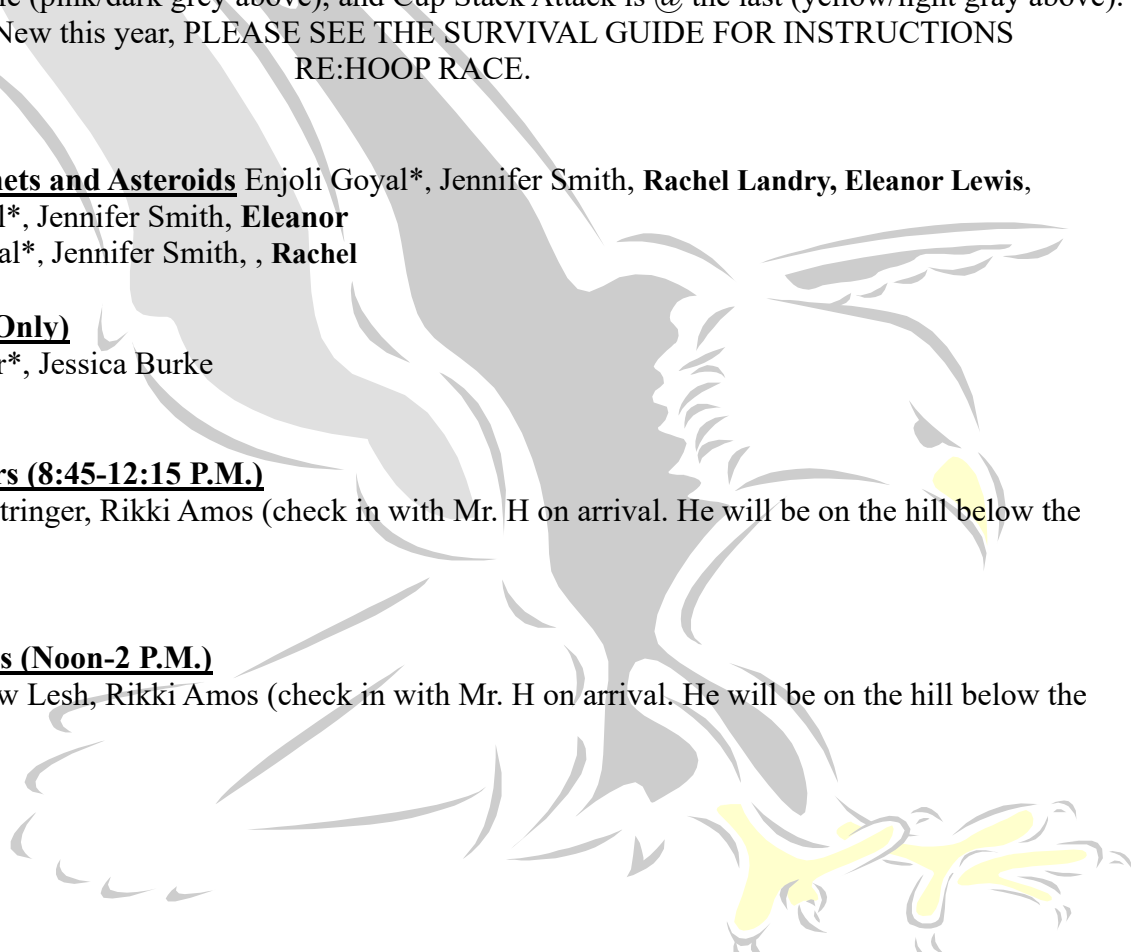
9:10-11:30 Eddie Meder*, Jessica Burke

A.M. Stand-By/Floaters (8:45-12:15 P.M.)

Alex George, Andrew Stringer, Rikki Amos (check in with Mr. H on arrival. He will be on the hill below the reading garden)

P.M. Stand-By/Floaters (Noon-2 P.M.)

Vanessa Jordan, Matthew Lesh, Rikki Amos (check in with Mr. H on arrival. He will be on the hill below the reading garden)



2023 Field Event Rotation Schedule for Teachers

K-5th Grade Teachers: Each class will start at the field event station listed below and rotate through all the stations. After the last station you proceed to station #1. It all flows in a counter-clockwise rotation this year. Each station will run 8 minutes with 1 minute provided to get to the next station (your first station might last a few extra minutes, just to get everyone acclimated). The Megaphone siren will tell you that the event is over, so your class should immediately proceed to your next station. **Bolded Events** below are new for your grade level this year. **K-3rd Grade will have a water break station (#5) this year, but 4th and 5th will not (they skip #5).**

Kindergarten and 1st Grade (Be at your first station by 9:15 AM)

#	First Station	Class
1	Clean up Under Apple Tree	K Gutowski
2	Parachute	K Stramaglia
3	Sloppy Sponge	K Sebastian
4	Milkin' Old Bessie	K Rutzen
5	Water Break	1 st Savitsky
6	Moonball	1 st VanHook
7	Crab Soccer	1 st Are
8	Pancake Assembly Line	1 st Huggler

2nd and 3rd Grade (Be at your first station no later than 10:55 AM)

#	First Station	Class
1	Toxic Waste Removal	2 nd Beg
2	Jedi Knights	2 nd Redican
3	Sloppy Sponge	2 nd Moustafa
4	Milkin' Old Bessie	2 nd Gallagher
5	Water Break	3 rd Halttunen
6	Moonball	3 rd Arce
7	Crab Soccer	3 rd Cannon
8	Pancake Assembly Line	3 rd Bieganowski

4th and 5th Grade (Be at your first station no later than 12:45 PM)

#	First Station	Class
1	Toxic Waste Removal	OPEN
2	Jedi Knights	4 th Pertl
3	Sloppy Sponge	4 th Stephenson
4	Milkin' Old Bessie	4 th Mariani
5	Water Break	XXXXXXX
6	Moonball	5 th Nolan
7	Crab Soccer	5 th Sydney
8	Pancake Assembly Line	5 th Greene
9	Balance Relay	5 th West

Preschool

@10:25 A.M. please report to the grassy area outside behind the bike rack (see your map for your field events (all your events will take place in that area).

HOW TO PLAY GLEBE FIELD DAY "FIELD DAY" EVENTS

#1 Clean Up Under the Apple Tree (K-1st)/Toxic Waste Removal (2nd-5th)

APPLE TREE

Equipment: Scoops, waffle and spinner balls, 2 baskets

Rules: If you use your hands or pick up more than 1 apple at a time then we have to take on out of your team's bin and throw it back.

How to Play:

The two teams are cleaning up the rotten apples from under the tree (start the game with the ball scattered in the area and with the bins at opposite ends of the area). On the signal to "GO" they can only collect their apples (white team = waffle balls, blue team = other balls). They can only use their scoop and their foot to help them. They can only pick up one apple at a time. When their team is done they have to sit criss-cross and quietly on starting line with scoops behind them. The first team sitting like this wins the round. Repeat.

1st Grade: *have them make one good pass (caught, not dropped) with the ball before they put it in the bin.*

TOXIC WASTE REMOVAL

Equipment: The Toxic Waste Game sets: 4 baskets (2 with strings attached), balls, 4 blue poly dots (or spots painted on the ground).

Rules: Strings must be extended (no rolling around the handle); only touch the handle; you cannot get closer to the basket or touch it.

How to Play:

Students must work together to lift the basket filled with the toxic waste balls and move it toward the stationary basket. The moving basket starts on a disk filled with balls. If the "toxic waste" spills a little they can keep going. When the students make it over to the stationary basket and pour the toxic waste into it, they must set the movable basket back on the disk first, AND THEN they can fill it up with the balls they dropped. The team that has the most toxic waste in their stationary basket by the time the event is over is the winner.

#2 Parachute (K-1st)/Jedi Knights (2nd-5th)

Equipment: Big parachute (K-5th) or smaller parachute (pre-school/FLS), little yellow balls for popcorn

Rules: Absolutely no walking on top of the parachute unless told to do so

Students are not allowed to make waves unless they are given permission

Both hands on parachute while making waves

How to Play Parachute:

-Wagon Wheel-The leader at the station should start by having the group move the parachute in two directions (clockwise, counterclockwise).

-Waves can be made while moving or while standing still: Soft/small – medium – big.

-Hi-Low-Have the students start low, raise the parachute up high and watch it fall

-Popcorn – place yellow balls in the middle of the parachute. On the signal, the students will try to make waves and pop all of the balls off of the parachute.

Hint: Pick a few student helpers to throw the balls back on.

-Dome (big parachute) – students start low, raise the parachute up high and pull back down to the ground. If it is done correctly, it should hold a dome shape for quite some time. Remind the students that they have to cover all of the places where air might escape.

-Inside the Dome – repeat the same steps as the Dome, but have the students pull the parachute behind their heads and sit down on the edge so that they are all inside of the dome.

(See next page for Jedi Knight)

How to Play Jedi Knights:

Equipment: V. Cones, noodles for “Light sabers,” area marked off for “Battle Arena”

Students will get a partner from their team (Blue or White) and stand behind one of the spaceports (blue or white volcano cone) which line the edge of the “Battle Arena.” Each student pair will be given one noodle to use as their Light Saber (if there is an odd number of players put three students at a spaceport).

On the signal from the Event Captain, one student from each spaceport will enter the Battle Arena (area marked off for the tag game) and attempt to “stay alive” as long as possible. Students must exit the Battle Arena if one of the following occurs:

1. If you are tagged by another Jedi with their Light Saber on the leg.
2. If you accidentally hit another Jedi NOT on the leg
3. If you retreat from battle and exit the Battle Arena (accidentally leave the playing area)
4. If you fall on the ground for any reason

WHILE exiting the Battle Arena, the student will raise their Light Saber above their head to let other Jedi know they have been tagged. They will hand the Light Saber to their partner who has been waiting at the spaceport so that the partner may have a turn.

Second Round: Halfway through, have all players return to their space ports (sitting, light sabers in the arena out of their hands) and explain that we are beginning the second round. If they are hit in a leg, they can **hop on the other leg** and stay in until that second leg is hit. One Jedi cannot tag both of an opponent’s legs (you must be tagged by two different Jedi to be out). All the other forms of “exiting” listed above are the same.

#3 Sloppy Sponge

Equipment: 4 poly dots, 4 buckets, 4 sponges, score sheets on a clipboard, pen or pencil

Rules: If you drop the sponge or get out of the OVER-UNDER sequence, then you have to start the sponge back at the front.

How to Play:

The students line up in their 4 blue and white groups with 1st person from each group standing on the starting dot/line. The first person has a deck ring on their arm (see important note at end of directions if teams are uneven). When the leader says, “GO!” the 4 students dip the sponge into the bucket and pass it over their head to the 2nd person in line. The second person passes it through their legs to the 3rd person in line. The 3rd person passes it over their head to the 4th person. And the pattern continues alternating over-under-over-under until it reaches the last person in line. The last person takes the sponge and runs to the front of the line, dunks it in the bucket and starts passing again. They continue until each team member has had a turn and the player with the deck ring is in the front again. Then they can sit down or take a knee. The first team to sit wins. If there is time, then play again.

Important Note: If a group (or two or three) has one less player than the other groups, then put the deck ring on the last person in line (the person will go twice to keep the race even and when the deck ring is at the front the second time then the team can sit).

#4 Milkin' Old Bessie

Equipment: 4 cones/lines, 10 smaller cups, 4 pitchers, 2 big basins filled with water (Bessie’s udders), score sheets on a clipboard, pen or pencil

Rules: If you throw water at anyone or interfere with another player, then you are out (no exceptions). Also, players may not cover the cup with their free hand.

How to play:

The groups line up behind the 4 cones. On “GO” the first person in each line runs up to Bessie’s udders (the big basin of water), scoops out some milk, brings it back to their milk pitcher, dumps it in, hands the cup to the next person in line and goes to the end of the line. Continue until the pitcher is filled to the “full” line or you run out of time (in that case, the fullest pitcher wins). Repeat if a team reaches the “full” line on the pitcher and you have time.

(CONT. ON NEXT PAGE →)

#5 Water/Rest Station (K-3rd Grade only)

Equipment: Water bottles, tired bodies, shade

Rules: Hydrate yourself

How to Play: Don't play. Sit down. Rest. Drink water. Watch the kids at the other stations. Relax.

#6 Moonball

Equipment: Two Omnikin balls (1 for each group), painted circle.

Rules: Students must be on or inside the blue circle in order to hit/throw/catch the ball.

Students cannot hit/throw/catch the ball twice in a row.

Students cannot pass the ball back to the person from whom they received a pass.

How to Play:

Each team begins with an Omnikin. The purpose of the game is to try and get more consecutive hits (or catches for K-2nd) with your ball than your opposing team. The first person serves the ball (or throws-K-2nd) with two hands and the group works together to try and get the most hits in a row. If the ball hits the ground (or for K-2 if it bounces more times than allowed in the "Important Note" below) or any of the rules above are violated, then the count is stopped, and the students must start again at zero. Have the students remember their highest score (we have them count out loud when we practice in the gym). The group with the highest hits/catches in-a-row count at the end wins.

***Important Note:** Kindergarten can throw, catch and have multiple bounces b/w passes.

1st Grade can throw and catch the ball and have TWO bounce b/w passes.

2nd Grade can hit and catch it and have ONE bounce b/w passes.

3rd Grade can hit (no catches) and have one bounce b/w passes.

4th-5th Grade no bounces, no catches, cannot pass back to the person from which they received the ball.

#7 Crab Soccer

Equipment: Smaller Omnikin Ball (K-1st) Big inflatable Omnikin ball (2nd-5th), painted circle, 2 large orange cones.

Rules: **CRAB-WALKERS: (CANNOT SCORE WITH HANDS)**

-Must crab walk at all times while they are in the middle of the circle scoring points.

-Cannot use their hands unless they are protecting their head/face from the ball (USE 2 HANDS, 1 HAND WILL HURT YOUR ARM/SHOULDER)

-Cannot purposefully use their head to strike the ball.

GOALIES: (CANNOT SCORE)

-Position: On BOTH knees, feet behind the body and cannot pass the circle-line.

-Goalies can move to cover the gaps left by players that are crab walking.

-Goalies cannot get off of their knees, get on one knee, or hop on knees to block.

How to Play:

Students on the White team will be protecting their goal-line against the students on the Blue team and vice versa. All students will be assigned a number (1-3, 4, or 5 depending on the number of students in each class). The Omnikin ball will be placed in the center of the circle at the beginning of every round and after every point. When the station captain calls out a number, the players who have been assigned that number will crab walk out to the Omnikin ball and attempt to kick it **COMPLETELY past/over** the opposing team's goal-line (and their goalies in the process). All players who were not assigned that specific number will then become goalies and guard their team's goal-line using their hands. The winning team is the team with the most points at the end of their time at this station. If they violate any of the Crab Walker and Goalie rules above, then it is an automatic point for the other team.

#8 Pancake Relay/Assembly Line

Equipment: 15 Frisbees or rubber rings (for each basket), 4 baskets, 4 hoops, standing dots and start and finish painted on ground.

How to Play: You must work as a team to make a pancake breakfast!

Kindergarten and 1st Grade Rules

Make two BLUE team lines and two WHITE team lines. On the signal, the first student grabs one pancake and runs it down to the hula hoop. The student must make sure the pancake **stays** in the hula hoop. The student runs back toward their line and high-fives the next person in line who may **then** grab a pancake. When all of the pancakes are on the plate, the first team to have all of their chefs sitting down is the winner. If there's time, have them do it again, but bringing the pancakes back to the 'bowl.'

Have them, "repeat after me" before they start: 1) hands empty 2) hi-five 3) then grab a pancake and go!

2nd – 5th Grade Rules

As above, there will be two BLUE team lines and two WHITE team lines. Everyone is a chef and should line up in a straight line about 2-3 feet apart. The first chef in line is next to the 'batter bowl' which holds batter for 15 pancakes (this is a crate with 15 Frisbees). The batter is cooked by throwing one Frisbee from chef to chef until it reaches the last chef in line who tosses it onto the plate (a hula hoop). If a pancake drops on the ground, it must get 'cleaned' by being brought back to the batter bowl by the chef who dropped it. That means the assembly line must stop until the chef returns back to their place in line. When all of the pancakes are cooked and on the plate (hoola hoop) the team of chefs should sit around their plate to show they have finished and are ready to eat! Whichever team is sitting down around their plate first and has followed all directions is the winner!

***Important Notes**: 1) It is very important to throw the Frisbee-pancakes carefully and wait until the receiving chef is ready to catch it and looking at the throwing chef.

2) There should never be any chef with two pancakes or both pancakes have to be 'cleaned' and brought back to the batter bowl.

#9 Balance Relay (4th-5th Grade Only)

Equipment: 1 paddle and 1 ball for 4 lines of participants (2 BLUE LINES, 2 WHITE LINES), starting line and 1 cone spaced approximately 20 feet from the starting line.

Rules: -Before starting, the student must have the ball balanced on the paddle and the other hand on top of their head.

-If the student: 1) touches the ball with the other hand, 2) uses their body to balance the ball or 3) drop the ball, then 1 jumping jack must be performed.

How to Play: The object of the game is to get points by completing the relay as a team while balancing a ball on a paddle. One student begins at the starting line and must travel down to the cone, around the cone, and back to the starting line. Every time this action is done, one point is awarded to that team. If the student drops or touches the ball, one jumping jack must be done before they can continue. When the student returns back to the starting line, they hand the paddle and the ball to the next person in line and go to the end of the line.

Have them Echo (for when they drop the ball pr use their hands/body to catch it):

"Put the paddle down, go get the ball, bring it on back, 2 jumping jacks!"

(Quick Cues ON NEXT PAGE →)

Quick Cues for Field Day Events

Before the event, review the GOAL of the game and then have the kids repeat the rules like it says below (Echoing--this is how we reviewed the rules before playing the games in PE leading up to Field Day). Do this with each rule, and then git that game-a-goin'!

Example:

Teacher: Rule #1...

Students: Rule #1...

Teacher: Can't pass to your neighbor!

Students: Can't pass to your neighbor!

Moonball (K-1st) Goal: Get as many catches or volleys in a row as you can.

1. Can't pass to yourself or neighbor
2. Stay on the circle
3. Throw – Catch – Count

Moonball (2nd-3rd) Goal: Get as many catches or volleys in a row as you can.

1. Can't pass to your neighbor or the person who hit it to you
2. Can't bounce more than 1x
3. Stay on the circle

Moonball (4th-5th) Goal: Get as many catches or volleys in a row as you can.

1. No bounces, no catches
2. No double hits
3. Can't pass to your neighbor or the person who hit it to you
4. Stay on the circle

Pancake Assembly Line (K-1st) Goal: Be the first team to run all pancakes to the plate and sit PE Ready.

1. 1st get a High-Five, then get the pancake
2. Make sure the pancake is on the plate
3. Sit down when there are no more pancakes

Pancake Assembly Line (2nd-5th) Goal: Be the first team to pass all pancakes to the plate and sit PE Ready.

1. Only 1 pancake in your hand
2. When the pancake hits the ground, run it back to the basket or hoop
3. No more pancakes = Sit down

Crab Soccer (K-5th) Goal: Score the most Goals.

Goalies 1. READY POSITION!

2. Both knees down, behind the line, Hands (Bumpers) Up.
3. Two hands to block the ball.

Crabs

1. Only Crab Walk
2. No hands or headers with the ball on purpose (exception—hands can protect head/face)
3. Careful with feet by heads

Sloppy Sponge (K-5th) Goal: Be the first team to get the ring back to the front of the line and sit PE Ready.

1. If we drop the sponge, we have to start over
2. If we mess up the pattern, we have to start over

Toxic Waste Removal (2nd-5th) Goal: Be the first team to get all of the toxic balls in the disposal container.

1. Move from SPILL ZONE to CONTAINMENT ZONE
2. Do not touch the strings or the bucket
3. Don't roll the string around the handle
4. CAPTAIN: Refill the bucket after it is empty for a return trip

Clean Up Under the Apple Tree (K-1st) Goal: Be the first team to clean up your apples and sit PE Ready.

1. Don't use your hands
2. Only one apple at a time
3. Don't touch the other team's apple
4. No more apples = Scoop on the BACK LINE, sit on the FRONT LINE

Parachute (K-1st) Goal: Have Fun!

1. Don't go on top
2. Don't go underneath
3. Keep it still until the teacher says GO

Jedi Knights (2nd-5th) Goal: Have Fun! Score **sportsmanship points**.

You are Out if:

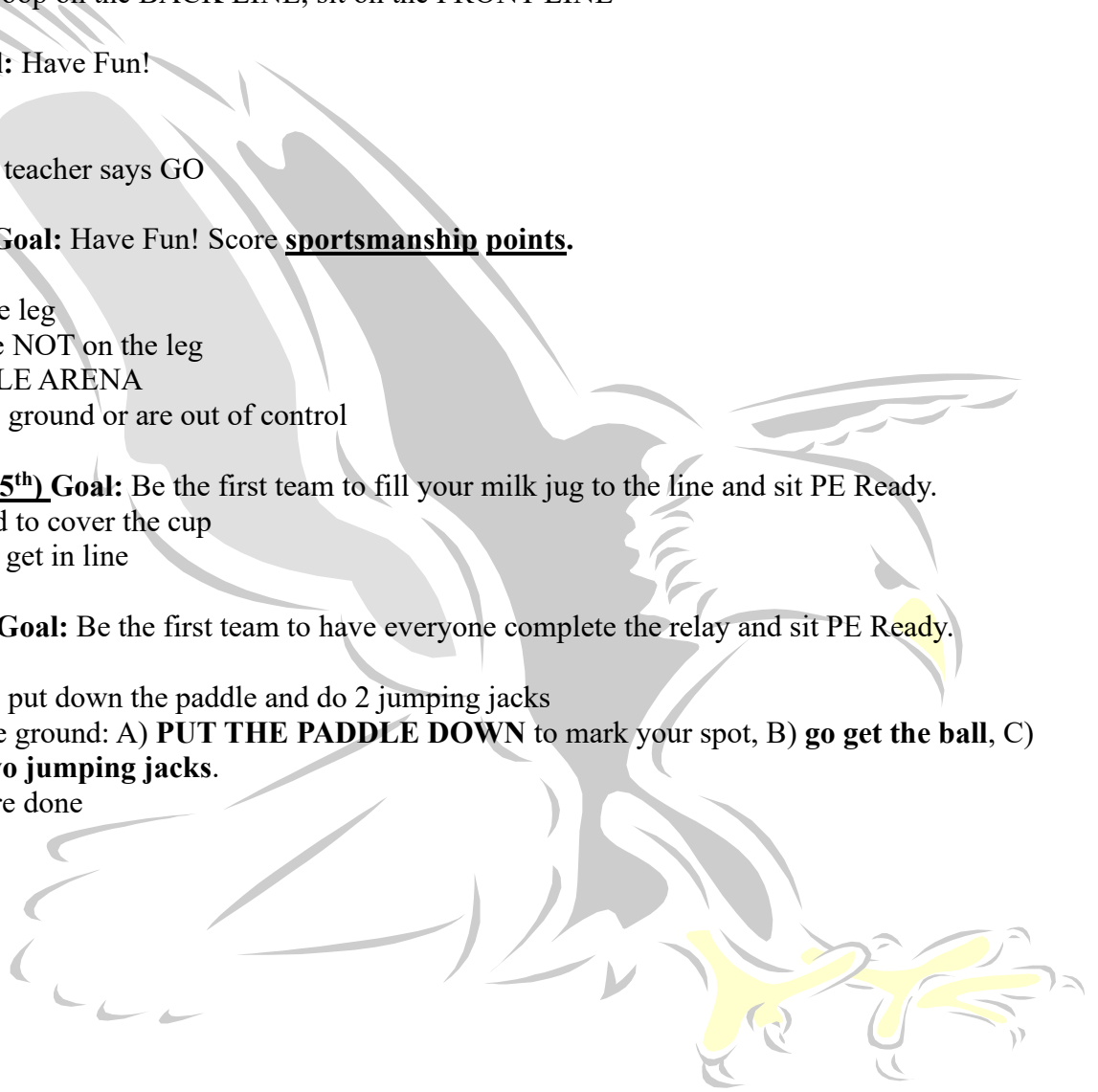
1. You are tagged on the leg
2. You hit someone else NOT on the leg
3. You leave the BATTLE ARENA
4. You fall down on the ground or are out of control

Milkin' Old Bessie (K-5th) Goal: Be the first team to fill your milk jug to the line and sit PE Ready.

1. Do not use your hand to cover the cup
2. Dump, hand off, and get in line

Balance Relay (K-5th) Goal: Be the first team to have everyone complete the relay and sit PE Ready.

1. Hand on your head
2. If you touch the ball, put down the paddle and do 2 jumping jacks
3. If the ball falls on the ground: A) **PUT THE PADDLE DOWN** to mark your spot, B) **go get the ball**, C) **bring it on back**, D) **two jumping jacks**.
4. Sit down when you're done



EXTRA GAMES- 4th and 5th Grades

Comets & Asteroids-4th and 5th Grade

Equipment: 36 Hula hoops, mini gopher balls, 6 red playground balls

Rules: -Do not cross the mid-line

-Do not go past the red line by the planets unless you are a “Planet Protector.”

-Do not throw the “asteroids” overhand; only roll them on the ground.

-If a rule is violated, then one of that team’s planets is knocked down by ref.

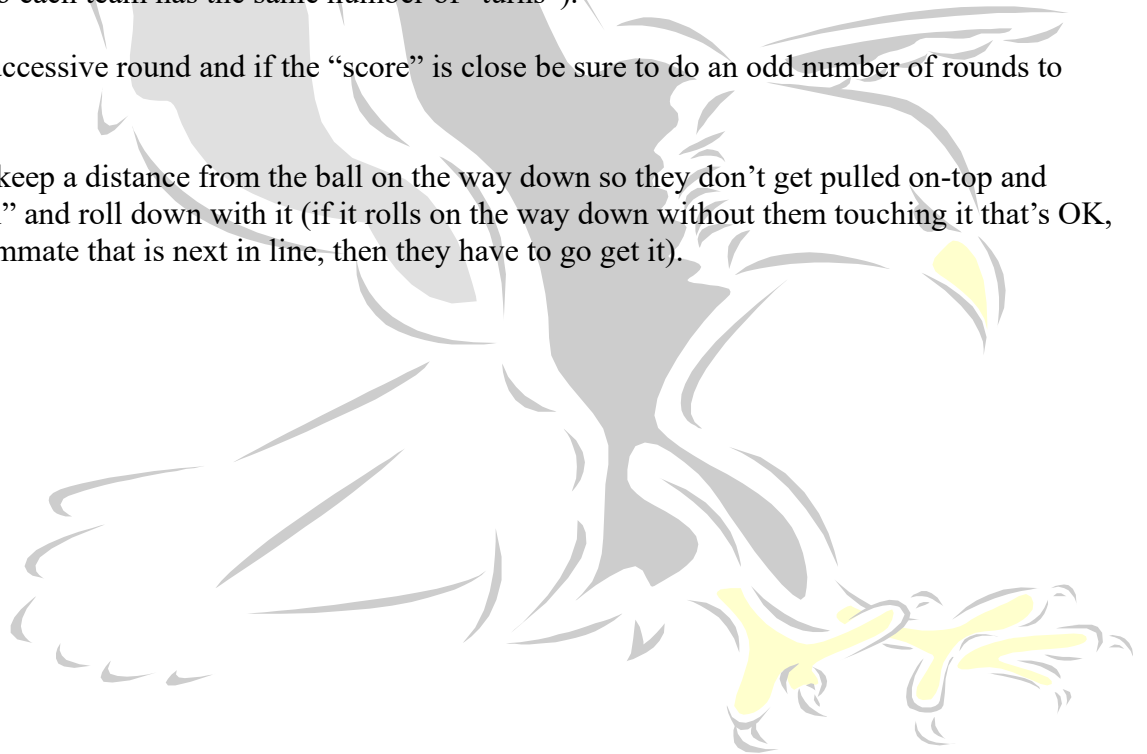
How to Play: Dodge ball rules except not hitting students, trying to not knock down “Planets.” Three “Planets” are set up with the hula-hoops at the back of each team’s side. “Planet protectors” are chosen to block away balls. At the signal, students are trying to knock down the opposing team’s planets. If a planet is knocked down, it can not be rebuilt until the next game. When all planets are knocked down, the round is over and the students may rebuild for the next round.

Fat Albert-5th Grade

In this relay game there are 2 team lines: blue and white. The players attempt to take the large cage ball up the hill, touch the hand rail and come back down with “Fat Albert” handing-it-off to the next person in line. The first team that is done, wins (If a team has one more player than the other team, then make someone from the smaller team go twice so each team has the same number of “turns”).

Switch sides for each successive round and if the “score” is close be sure to do an odd number of rounds to ensure a winner.

Safety: Make sure kids keep a distance from the ball on the way down so they don’t get pulled on-top and become “part of the ball” and roll down with it (if it rolls on the way down without them touching it that’s OK, but if it misses their teammate that is next in line, then they have to go get it).



GLEBE FIELD DAY BUS LOOP GAMES

(FLS, Mont, Preschool and K-3 classes)

(Please refer to the “Bus Loop Games Map” and the “Set Up for Each Bus Loop Games Station” on the next two pages of your Survival Guide. Also, check the Bus Loop Games Volunteer assignment chart on p.5).

Each class is assigned an area. Each three-tabled area is labeled: Bus Loop #1, Bus Loop #2 or Bus Loop #3. We want to keep each class at their three tables, but during many sessions this year Bus Loop Area #3 will be overflow. Feel free to ask teachers if they want some waiting students to participate at the overflow tables. We are not keeping “official” scores in these games; they are just for fun. The children were told that they may or may not have time to get to all the games. Just keep things moving and make the half hour as fun as possible. If they’re done before thirty minutes is up, then they can go. You will sometimes have 3 classes at once at the Bus Loop Games, but their teachers will be there to help, and they have been assigned an area (see the schedule on the “Bus Loop Games Map” on the next page of your field day survival guide).

With the **EAT IT** game (below), please remember you only have a finite number of cookies and they need to last the whole day. **Also, please ask the teachers if any of the kids have food allergies or brought their own cookies for the game, so 1 COOKIE PER STUDNET.**

Hoop Pass:

This is a cooperative racing game. The key is to help your neighbor. It can be run one of two ways:

1. Fun Game: Students get in a circle holding hands with a hoop between two of them. On “Go” they try, as fast as they can, to pass the hoop all the way around the circle following these rules:
 - a. The circle cannot break (they hold hands/wrist and don’t let go).
 - b. Players cannot grab the hoop with their hands/fingers.
 - c. If a rule is violated the hoop must start back where it began.
2. Competitive Game: Same as above but with two circles (blue vs. white) and they try to complete the challenge first (sit down when you’re done).

After the first round you can have them try it in a bunch of different ways:

- Two times around to finish.
- Around clockwise and then back around counterclockwise.
- Two hoops at the same time.
- One hoop with everyone’s eyes closed.

Body Balance – [beanbags] Students will be working together in groups of 3 next to the “Stack ‘Em Up” table. One person will be the **statue**, the other two students will be balancing bean bags (and other things) on top of the **statue’s** flat surfaces (arms, forearms, shoulders, head, feet, etc.). The **statue** is not allowed to grab any bean bags. If a bean bag falls off of the **statue**, the round is over and all of the students must count how many bean bags were balancing before one fell off. Afterward, a new **statue** is selected from that group of three and the game starts again. When all three have been statues, those students are done.

Stack ‘Em Up- [popsicle sticks, dice, table] ONE POPSICLE STICK PER CHILD! With a popsicle stick in your mouth, stack as many dice on it as you can without letting any of them fall. You get two or three chances.

GLEBE FIELD DAY BUS LOOP GAMES (cont.)

(FLS, Mont, Preschool and K-3 classes)

Eat It- [cookies, wipes, trash can] **(Ask teacher/kids if anyone has food allergies!!!)**

ONE COOKIE PER CHILD! Put a Keebler Fudge Stripe Cookie on forehead and player has to move their face muscles (no hands or other body parts) to work the cookie down to their mouth. The first one to eat the cookie wins. (Suggestion: have 2 kids from each group participate at a time/OR if it works better have them all do it at once. If only a few at a time go, then you should probably have a time limit). If the cookie falls and they or the table catches it they can try a few more times.

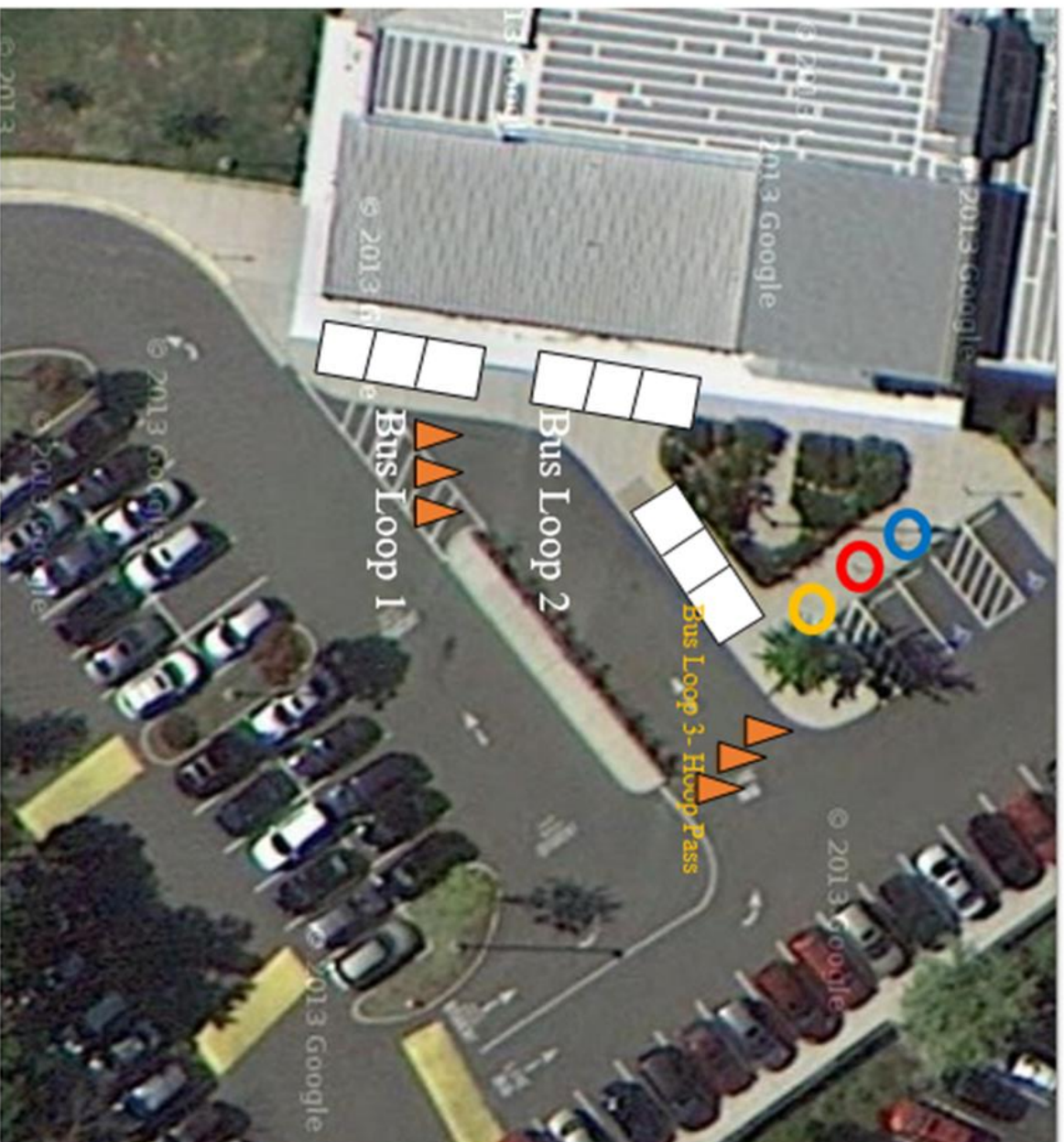
Cup Stack Attack- [table, 55 speed stacking cups, stopwatch (timer)] Students will get a partner from their team (Blue or White). On the signal from the Event Captain, the two students will attempt to build a pyramid stack of cups with a base of 10 (10, 9, 8, 7, etc.). Two variations of this game:

1. Students may be timed to see if they can complete the task in 2 minutes.
2. Students may compete against another table to see who can complete the task the fastest, or who can get the highest pyramid in the time limit.

If a cup or cups fall over within the time limit, students may continue building from whatever pyramid is remaining. After a few minutes, the two students must down-stack all the cups.

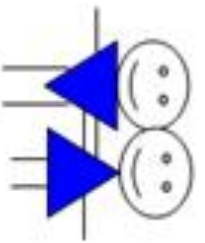


2023 Bus Loop Games Map

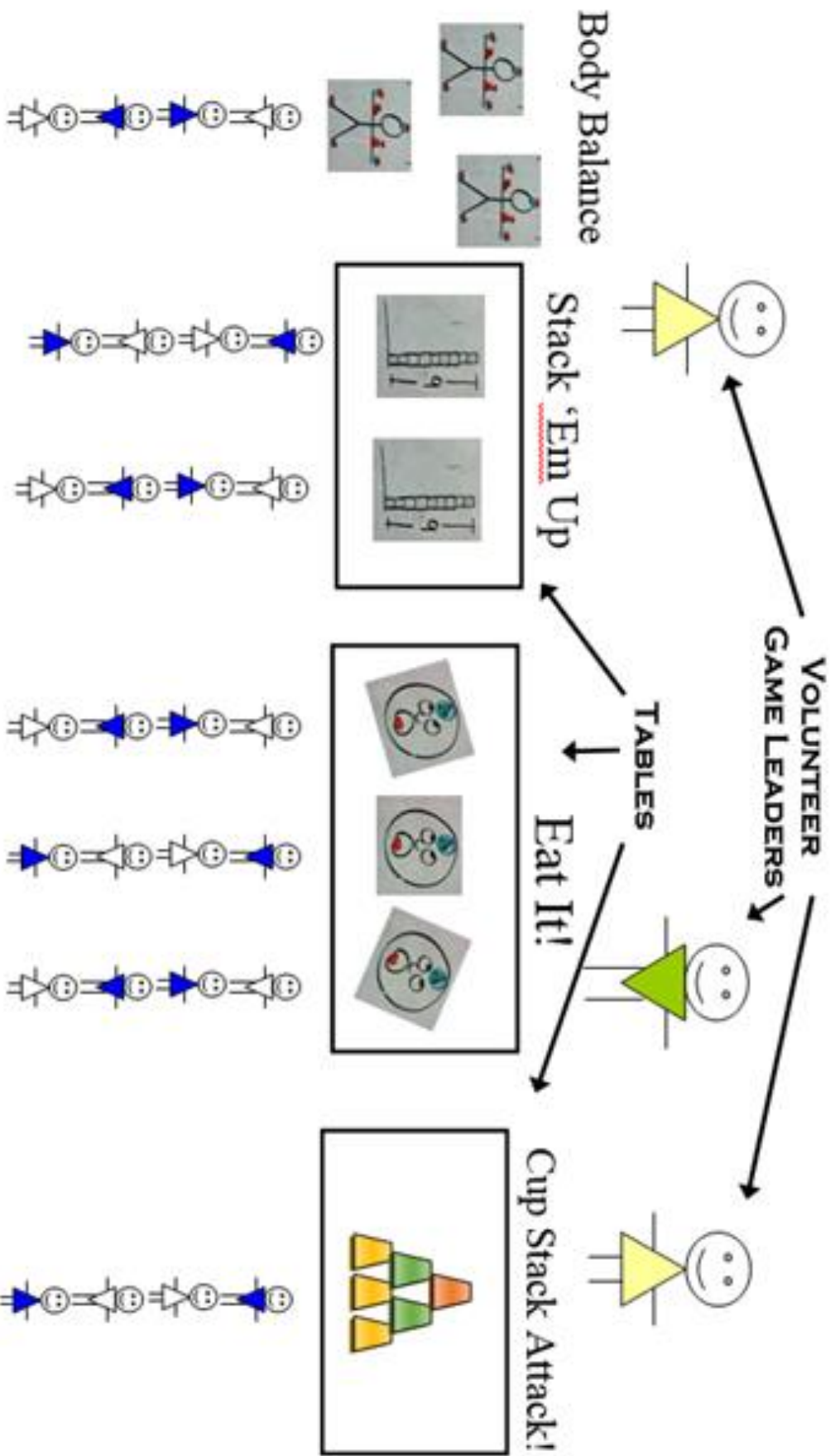
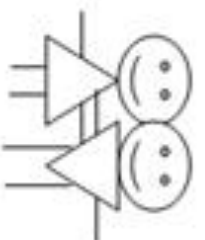


Each area (Bus Loop1, Bus Loop2, etc.) is for one class to help keep things organized. All 4 Bus Loop Games will be at each area.

Time	Bus Loop1	Bus Loop2	Bus Loop3
9:15-9:40	Prescho of Terrell 2 Beg	2 Redican	Hoop Pass
9:45-10:10	2 Moustafa	2 Gallagher	Hoop Pass
10:15-10:40	3 Arce	3 Cannon	Hoop Pass
10:40-11:30	BREAK	BREAK	BREAK
11:35-12:00	1 Savitsky	1 Hugler	Hoop Pass
12:05-12:30	K Gutowski	K Snamaglia	Hoop Pass
12:35-1:00	K Sebastian	K Rutzen	Hoop Pass
1:05-1:30	1 Are	1 VanHook	Hoop Pass
1:35-2:00	3 Haltunen	3 Bieganowski	Hoop Pass



SET UP FOR EACH BUS LOOP GAMES STATION



How to Play the Glebe Field Day “Field Events”

Preschool

Parachute

Equipment: Parachute, little yellow balls for popcorn

Rules:

- Absolutely no walking on top of the parachute unless told to do so.
- Students are not allowed to make waves unless they are given permission.
- Both hands on parachute while making waves.

How to Play:

- The leader at the station should start by moving in directions (clockwise, counterclockwise)
- Waves can be made while moving or while standing still:
 - Soft/small – medium – big
 - Some students do Small while others do Big
 - Have the students start low, raise the parachute up high and watch it fall

Popcorn – place yellow balls in the middle of the parachute. On the signal, the students will try to make waves and pop all of the balls off of the parachute.

Dome (big parachute) – students start low, raise the parachute up high and pull back down to the ground. If it is done correctly, it should hold a dome shape for quite some time. Remind the students that they have to cover all of the places where air might escape.

Keep it Up

Equipment: Balloons

Rules:

- Try and stay in one place.
- Hit with FLAT SURFACES (hand, head, forearm, thigh, etc.).

How to Play:

Students will each be given their own balloon. On the signal, the students will try to get as many consecutive volleys (hits in the air) as they can by themselves in their own space. If the ball hits the ground, then they must start over at zero. Allow them to use different body parts and levels. As an extension, students can volley back and forth with a partner or in a group.

Builders and Bulldozers

Equipment: Cones scattered throughout the general space, about half are standing up and the other half are down on their side.

Rules:

- You are only allowed to touch one cone at a time.
- When the event captain says “STOP,” you are not allowed to pick up or put down any more cones.

How to Play: Children are separated into two teams, Builders and Bulldozers. When the game starts, the Builders are trying to put all of the cones up and the Bulldozers are trying to knock them all down. Knocking down is tapping over, not slapping across the area. Play each round for approximately 2 minutes, then switch roles (the team that were Bulldozers are now Builders, and vice versa).

Cone flip

Equipment: Cones (2 per student), poly spots

Rules: Cone must flip over before moving to the next one.

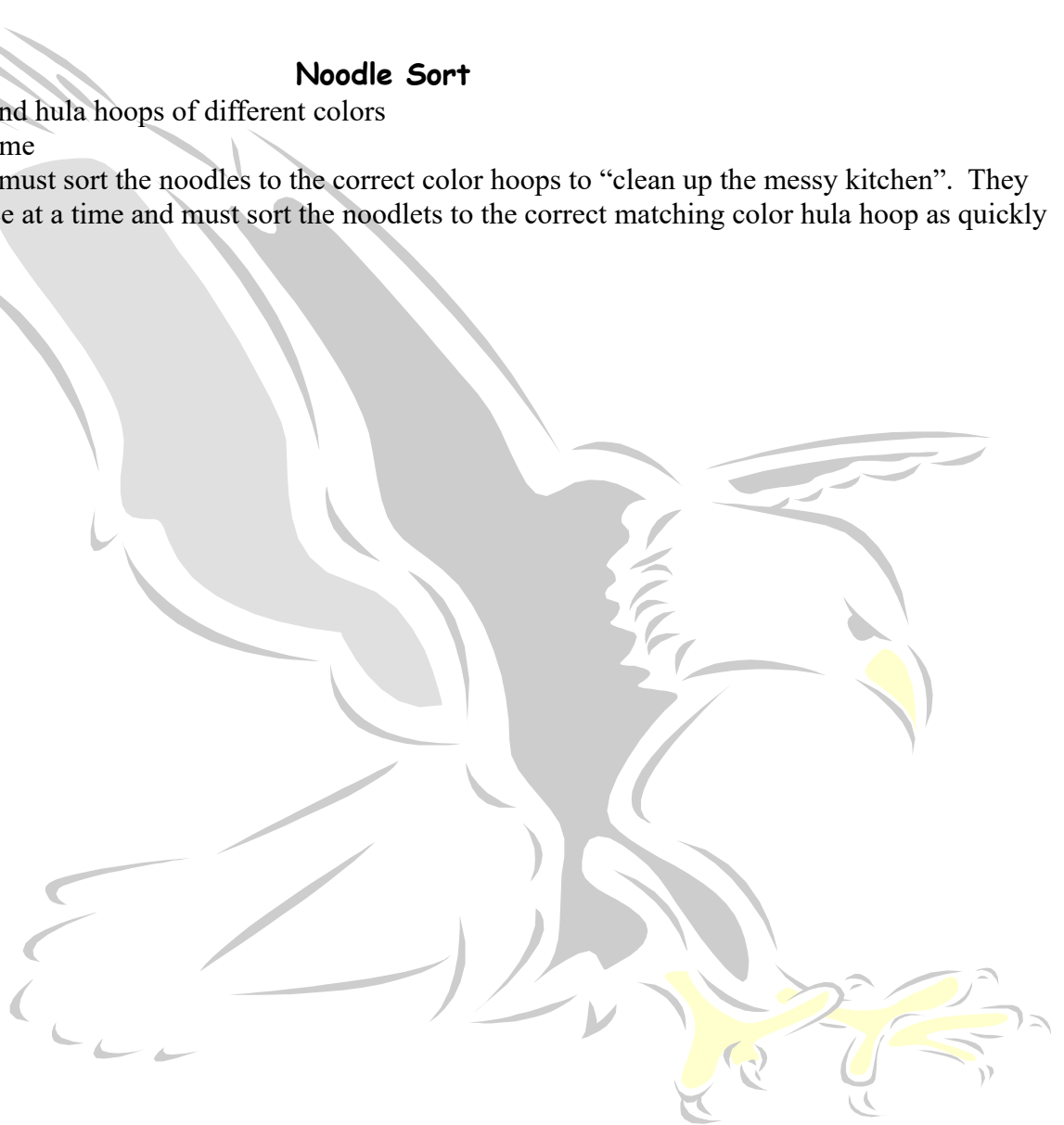
How to Play: Students line up behind a line. Each student has 2 cones that are tipped over on poly spots in front of them. They run to the first cone, flip it, then run to the second cone, flip it, then run back to the starting line and sit PE ready. The first person back wins!

Noodle Sort

Equipment: Noodles and hula hoops of different colors

Rules: One piece at a time

How to Play: Students must sort the noodles to the correct color hoops to “clean up the messy kitchen”. They may only pick up 1 piece at a time and must sort the noodles to the correct matching color hula hoop as quickly as possible!



FIELD DAY SCORES

Name of Event:

Example

Please circle grade level and class:

Kindergarten	1 st grade	2 nd grade	3 rd grade	4 th grade	5 th grade
Stramaglia	Are	Beg	Arce	Stephenson	Sydney
Gutowski	Savitsky	Gallagher	Cannon	Mariani	West
Rutzen	Huggler	Moustafa	Bieganowski	Pertl	Greene
Sebastian	Van Hook	Redican	Halttunen		Nolan

For each rotation at your event, please rate both teams on SPORTSMANSHIP (circle one):

BLUE team's sportsmanship	WHITE team's sportsmanship
Awesome!!! (5 points)	Awesome!!! (5 points)
Just ok (3 points)	Just ok (3 points)
Needs Improvement (0 points)	Needs Improvement (0 points)

Athletic Performance – Please circle the best response

The **BLUE** team clearly dominated (10 points for blue)

The **WHITE** team clearly dominated (10 points for white)

It was basically a **TIE** performance (5 points each team)

Total points: Blue: 5 White: 15

Any additional comments are very helpful:

great Sportsmanship!

Thank you for your help! You are amazing! 😊