

## Fast Games

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**NAME OF ACTIVITY:** Mingle, Mingle

**GRADE LEVEL:** K-5

**EQUIPMENT:** music (optional), 4 cones

**SKILLS EMPHASIZED:** locomotor movements, listening, spatial awareness

**ORGANIZATION:**

1. Students are scattered in an approximately 20 x 20 yd. activity area.

**DESCRIPTION:**

1. Call out "Mingle, Mingle" (or start the music) and a locomotor movement (e.g. walk, jog, slide, hop). Students begin to move randomly within the activity area.
2. When the music stops, call out a number from 2 through 5.
3. Students form groups which correspond to the number called, join together and then move around the perimeter of the activity area using the designated locomotor movement.
4. All groups continue to move around the perimeter in the same direction until a new direction is given.
5. Students without a group of the proper size raise their hands and go to the center to find others.
6. When the next locomotor movement is called, students again "Mingle, Mingle." When the next number is called, students try to find new group members.

**TEACHING SUGGESTIONS:**

1. Call directions quickly; encourage students to group quickly.
2. Increase the size of the area to promote more activity.
3. Change the locomotor movements (e.g. walk, run, skip, hop).

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**NAME OF ACTIVITY:** Mingle, Mingle (*continued*)

**VARIATIONS:**

1. Body parts (for getting students into groups): call out 1 or more body parts (e.g. knee, elbow, hands, shoulder) at the same time the group formation size is called. Students then form the group by touching those parts. The students then move around the perimeter in the called formation (e.g. touching elbows).
2. Back to back (for getting students into pairs): instruct students to move inside boundaries (with a specified locomotor movement-walk, jog, skip, slide, leap, gallop) when music is on and to stand back to back with someone when music stops.
3. BASKETBALL, SOCCER: Students dribble a ball while moving through the area. On signal, students form groups and dribble around the perimeter.