

Fast Games

175



NAME OF ACTIVITY: Sherlock Holmes

GRADE LEVEL: 3-5

EQUIPMENT: 4 cones, 2 scarves or objects to identify students that are "Its"

SKILLS EMPHASIZED: fleeing, dodging, chasing, running

ORGANIZATION:

1. Designate activity area.
2. Designate 2 students to be taggers.
3. Designate 2 students to be the missing "gems".

DESCRIPTION:

1. The 2 "gems" are unknown to the 2 taggers.
2. On signal, the taggers try to find out who the 2 "gems" are by tagging students.
3. When tagged, a student does 10 jumping jacks in place, then rejoins the game.
4. When a "gem" is tagged he/she identifies themselves as a "gem" and walks around the perimeter until the other "gem" is found.
5. When both "gems" are found, 2 new taggers and 2 new "gems" are designated and the game begins anew.

TEACHING SUGGESTIONS:

1. For each game alternate the locomotor movements of skip, gallop and run. Also change the activity to do when tagged (e.g. jog in place, twist, jump tucks, stretches, etc).