

Grinch Stole Christmas



FMS:

Locomotor

Equipment:

Cones to mark off two semi-circular areas and a large rectangular playing area with marked boundaries.

Area

Hall, grass, hard surface

Formation:

1. Divide your class into groups with about 5-8 students in each group.
2. Give each group a different holiday name (e.g. reindeer names, candy canes, elves, snowmen, etc.)
3. Have all students' line up at one end of the playing area.

Purpose of Activity:

To move from one side of the play area to another without being tagged.

Instructions:

1. Mark off two semi-circular areas with 6-8 cones on either side-line about 2/3 of the way down the playing area. It is best if these semi-circular areas are not directly across from each other, but more at an angle.
2. Pick one person to be the "Grinch" and two to be "Santa and Mrs. Claus".
3. The "Clauses" go to the "North Pole" and the "Grinch" goes to his "cave" (the conedoff semi-circles).
4. The teacher calls out a holiday name (e.g. Candy Canes).
5. All of the children with that name move (you tell them what locomotor movement you want them to use-it is best to start with walking) to the other end of the playing area and back home.
6. If the "Grinch" tags them with his/her hand, they have to go to his "cave".
7. While the "Grinch" is out capturing people, the "Clauses" run over to the "Grinch cave" to release them to safety.

8. If the "Grinch" gets 10 or more people in his "cave" OR tags either of the "Clauses", that stops the game and a new one can be started.

9. If you have gone a complete round calling out all of the holiday names, start a new game choosing new people.

10. Feel free to stop the game at any time as well and start a new one.

Stop the game periodically to talk about how well the students are working together or chasing and fleeing. Discuss possible strategies.

To make it easier:

- Have a larger space
- Have more children running at one time

To make it harder:

- Make the playing space smaller
- Smaller groups moving at one time
- Change locomotor skills often
- Challenge the Grinch and Mr / Mrs Claus to strategise about who to tag or release

For even younger children (in particular under-fives)

- Play it more like Stuck in the Mud in that they are all Santa or Mrs Claus and have one or two Grinch's. If a Grinch tags them they have to freeze like a Christmas tree and those running around free them by crawling through their legs.
- You could play it so they all run around in an area and have one or two Grinch's being the taggers and a Santa and Mrs Claus (could be adults to make it easier). If tagged they go to the 'Grinch cave' and wait until Santa or Mrs Claus comes and frees them.

For more ideas go to:

<http://www.pecentral.com/lessonideas/ViewLesson.asp?ID=1248#.VkJfIrLGg>