MAKE IT TAKE IT VARIATIONS

These activities can be adapted for children from K-5 grades. Use your best judgment and include activities or implements you are currently using in your units to make it more enriching. Students love the idea of “winning something”. You don’t have to keep score. The polyspots will do that for you and will be an incentive to work hard to master the skills involved.

The activities can be used by large groups 60-100 (I’ve used with those large numbers), and can be adapted for smaller or larger areas.

CHICKEN COOP

Materials: 1 cone and 1 beanbag per pair, 3-5 hoops depending on class size, as many polyspots as you have.

Make a large circle with the cones and have pairs sit behind one of the cones.

Scatter all the polyspots inside the circle. Drop 3-5 hoops inside the circle, but away from each other.

On the Go!, one of the children goes walking (or skipping, galloping, etc., changing locomotion skills often) to any polyspot. While stepping on it with one foot, they will underhand toss the beanbag to the hoop. If they score inside, they will pick up the polyspot, retrieve their beanbag, and return to the cone. Place polyspot behind cone and hand the beanbag to the other player.

When all polyspots are gone, I like to call the “magic” number. If the children have any polyspot with that number they will help collect all the polyspots, and pile them in the center. The teacher will then scatter the polyspots again to start a new game.

VARIATIONS: I have drawn letters on the back side of the polyspots and I sometimes call out the “magic letter”. I also ask them to add all their numbers and the ones with the highest or lowest number wins; also the ones whose total is a multiple of, say, number seven. You can include here many other academic variations.
**BASKET COOP**

Scatter some 15 or 20 polyspots inside the basketball key. Have 4 groups of 2 or 3 students stand in line behind the 3-point line (or behind the free throw line for the younger students).

One by one, a member of each group will choose a polyspot to step on while he/she shoots a basket. If he makes the basket, he must collect the polyspot, retrieve the ball, and return to the group. When no more polyspots are left, the group with the most polyspots (or the one with the largest sum, etc.) wins.

Scatter spots again to start over. This activity is great to help them understand where their strength is in shooting (is it short or long distance?)

**SOCCER COOP**

Scatter polyspots approximately 12-25 feet away from a goal made up of 2 cones.

Students will go with their soccer ball to any of the polyspots, place the ball on it, and kick trying to score between the cones. They can only win the polyspot if they score without touching the cones.

**VARIATION:** They can only win the polyspot if they can knock down a cone.
FRISBEE COOP

Similar to Soccer Coop, but the student has to score in a Frisbee Golf Goal in order to win the polyspot.

TENNIS COOP

Same concept, but student has to bounce the ball, hit with forehand (or backhand) and make the ball land inside a large bucket or hoop set at a certain distance. For the younger students, the goal can be to hit the ball and make it go over the net.
GOLF COOP

Using the putters from the SNAG (Starting New at Golf) set, student putts a ball so it sticks to one of the “sticky” goals.

VOLLEY BALL COOP

Using a variety of the volleyball skills, the students have to score a goal. For example: Self toss and volley a ball that should hit the ground inside a hoop. For the younger students, doing the skill and making the ball go over the net (serve, volley, bump).

VARIATION: In pairs, students must achieve a certain number of hits in order to win a polyspot. For example: In pairs do 10 consecutive volleys, bumps, etc.