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| Dry Relays  Clowning Around  Bozo’s Balancing Act  The Greatest Show on Earth!  Pass the Peanut Please  The Lion Tamer  Ice Cream Cone Carry  The Ringmaster  Juggling Act  Cracker Jack Shuffle | Wet Relays  Ring of Fire Obstacle Course  Super Server Relay  Sponge Relay  Bozo’s Buckets  Tin Can Toss  Tight Rope Walking |

**Dry Relays**

**Clowning Around**

First student runs to the nose in the ring and tosses it into the clown’s nose. Student must stay beside the ring to throw.They get two tries. Retrieve the nose and put it back in the ring and run back to the next player.

Equipment: 7 clown noses, 7 clown faces on weighted boxes, 7 rings

Each Class: 1 nose, 1 ring, 1 box/clown

**Bozo’s Balancing Act**

Student gets clown wig, puts it on a noodle, and runs around the cone and back, giving the noodle and wig to the next person in line. First team finished and sitting down, wins.

Equipment: 7 clown wigs, 7 noodles,

Each Class: 1 wig, 1 noodle

**The Greatest Show on Earth!**

Each student uses the elephant as a baton and runs around a cone and back passing the baton to the next person in line.

Equipment: 7 stuffed elephants

Each Class: 1 elephant

**Pass the Peanut Please (change name if can’t get peanuts)**

Use a spoon to carry a peanut down around a cone and back, handing the spoon and peanut to the next person in line. You may not touch/pick up any peanuts with your hands. The first team finished wins. (Have 2-5 toss peanut into can)

Equipment: 7 wooden spoons, 7 plastic peanuts, 7 painted cans

Each Class: 1 spoon, 1 peanut, 1 can

**The Lion Tamer**

Hockey stick and rubber lion start out in a hoop a few feet in front of the team. Use the short hockey stick to move the rubber lion around a cone and back, putting both in the hoop. Students cannot touch the lion with their hands. Tag the next person’s hand in line. First team finished and sitting wins.

Equipment: 7 short hockey sticks, 7 orange rubber lions, 7 hoops

Each Class: 1 hockey stick, 1 rubber lion, 1 hoop

**Ice Cream Cone Carry**

Students will carry a cone upside down with a playground ball resting on top. Two hands must be on the ice cream cone, not touching the ball. Students will carry the ice cream cone around a cone at the end of the lane, and give it to the next person in line. If the playground ball is dropped, have the student pick it up and keep going. The first team finished and sitting down, wins.

Equipment: 7 medium cones, 7 marble balls/foam balls

Each Class: 1 medium cone, 1 ball

**The Ringmaster**

Each student runs to a cone with 3 rings on it. Toss the rings onto the horseshoe stick. Return the rings to the cone and run back, tagging the next person’s hand. The first team finished wins.

Equipment: 21 rings, 7 horseshoe sticks, 7index cards, 7pencils

Each Class: 3 rings, 1 horseshoe stick

**Juggling Act**

Each student on the team moves all the juggling equipment from one hoop to another in as many trips as it takes. When all the juggling equipment in the other hoop, run back to the next person and tag his/her hand. The next person runs to the hoop with the juggling equipment and moves it back to the first hoop. Continue until all students have had a turn.

Equipment: 14 hoops, 14 bowling pins, 14 whiffle balls, 7 playground balls, 7 pigs, 21 rings, 7/17 cardboard laminate rolls painted, 7 Cracker Jack boxes, 7 Frisbee, 5 frogs (2-5th grades)

Each Class: 2 large hoops, 2 bowling pins, 2 whiffle balls, 1 playground ball, 1 pig, 3 rings, 1 or 2 laminate rolls, 1 Cracker Jack box, 1 Frisbee, 1 frog

**Cracker Jack Shuffle**

1st student will run to the hoop and pick up one of the boxes of Cracker Jack and take it to the other hoop, then run back and get the second box of Cracker Jack and put it in the other hoop. He/She then runs back and tags the next person’s hand and goes to the end of the line. The next person will move the two boxes of Cracker Jack, one at a time, to the first hoop. The first team finished and sitting down wins.

Equipment: 14 boxes of Cracker Jack, 14 hoops

Each Class: 2 boxes of Cracker Jack, 2 hoops

**Wet Relays**

**Ring of Fire Obstacle Course**

Let the children be lions and tigers jumping through the ring of fire. Each student will carry a sponge full of water through an obstacle course and squeeze the water from the sponge into a bucket at the end of the course. He/she will run back through the course and put the sponge in the bucket of water. Obstacle course includes: 1 or 2 hoops with streamers hanging down, 1 or 2 bases holding the hoops, 2-4 cones to zig zag between, 1 Hula Hut-42 hoops)

Equipment: Red/orange streamers/scarfs, 7/14 hoops, 7/14 bases, 7 bright orange sponges, 21 small cones, 30 hoops for 5 hula huts (Grades 2-5), 7 pins to jump over, 7 buckets filled with water, 7 empty buckets

Each Class: 2 hoops, 2 bases, 1 sponges, 3 cones, 1 hut (6 hoops), 1 pin, 1 bucket empty, 1 bucket full

**Super Server Relay**

Could use a paddle to balance the medicine cup on

Student holds a Frisbee like a server would hold a tray at a restaurant. Fill a cup with water and balance it on the Frisbee. The student then takes the water and pours it into the empty bucket at the end of the lane. Continue until all students have had a turn. The team with the most water in the bucket at the end of the lane wins.

Equipment: 7 Frisbees/paddles, 7 small medicine cups, 7 buckets filled with water, 7 empty buckets

Each Class: 1 Frisbee, 1 medicine cup, 1 bucket filled with water, 1 empty bucket

**Sponge Relay**

The first player gets the sponge out of the bucket and quickly carries it to the empty bucket. Once there, he/she squeezes as much water from the sponge as possible into the bucket, then runs back, putting the sponge into the bucket filled with water. Continue until each student has had a turn. The team with the most water wins.

Equipment: 7 sponges, 7 buckets filled with water. 7 empty buckets

Each Class: 1 sponge, 1 water-filled bucket, one empty bucket

**Bozo’s Buckets**

A bucket full of water and clown noses should be at one end of the line and an empty pitcher/bucket should be at the other end. Each student is given a cup. Students are spread out in their lane standing in a line about a foot apart. The 1st student fills his/her cup with one clown nose and water and pours the contents into the next **s**tudent’s cup. This continues down the line as the first student immediately fills the cup again until all the clown noses are in the end bucket. Only 1 clown nose can be gathered and in each cup at one time. First team finished with the most water wins.

Equipment: 7 buckets with water, 7 empty buckets, 7 class sets of clear Solo cups (200 16 oz), 70-100 clown noses (19/20 per class), yard stick to measure water

Each Class: 19 clown noses in a bucket of water at the front of the line, each student needs a cup, 1 empty bucket of water

**Tin Can Toss**

1st person runs to the bucket, takes out the squishy ball, and throws it at the tin cans trying to knock them off the crate. Stand beside the bucket to throw the ball. Reset the cans, put the squish ball back into the half-filled bucket of water, and run back to tag the next person’s hand. The first team finished and sitting down is the winner.

Equipment: 21 cans painted bright colors, 7 red milk crates, 7 squishy balls, 7 buckets half-filled with water

Each Class: 3 cans, 1 crate, 1 squishy ball, 1 bucket filled with water-move it near the cans

**Tight Rope Walking**

1st person on each team puts on a swimmy and holds a water filled beach bucket with a duck floating in each one. The child is to proceed up and down the “high wire” as quickly as possible without spilling the water or losing a duck. The player returns to the start and hands off the pails to the next player. This will continue until all team members have a turn. The first team to complete the task with the most water left in the beach buckets is the winning team.

Equipment: 7 buckets filled with water, 7 beach buckets, 7 rubber ducks, 7 swimmies, have a ruler or yard stick to measure water

Each Class: 1 bucket filled with water at the beginning of the line, 1 beach bucket, 1 rubber duck, 1 swimmy