



Ready

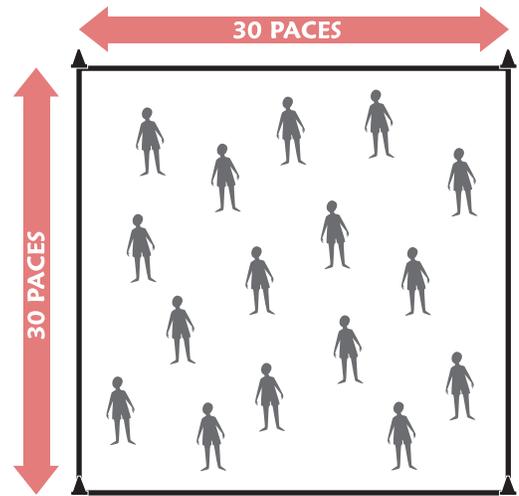
- 4 cones (for boundaries)
- 1 beanbag per student (optional)

Set

- Create large (30X30 paces) activity area.
- Scatter students within area.

GO!

1. Our ASAP is called *Toys Alive*.
2. Who has seen the movie *Toy Story*? What toys belonged to Andy, the young boy in the film? (*Woody, Buzz Lightyear, Mr. Potato Head, etc.*)
3. On my signal, pretend you are a toy and move within our area.
4. In the movie, toys can only move when humans are not around. So when you hear “Andy’s coming!” freeze in a shape that looks like one of his toys. Hold your balance for the count down, “3, 2, 1.”
5. On “All clear!” you may start moving again.
6. (*Play several rounds, using a variety of locomotor skills.*)
7. **Wrap It Up**
 - What kinds of shapes did you make when you froze?
 - What was your “base of support?” (*The body parts that hold you up.*)
 - What happens when your base of support gets wider? Narrower?



ASAP

TOYS ALIVE!

* SPARK™ IT UP!

* Balance Challenges

What other body parts can you use to make your base of support? Can you balance on a base of support using X# (call a number) body parts?

* Batteries

(Give each student a beanbag.) Pretend you are a battery-operated toy. Put the battery on your head (or shoulder). As long as your battery is in place, you can move. If your battery falls, you lose power and must freeze. You may move again when another "Toy" helps you by replacing your battery.



ACADEMIC

Math

(Discuss symmetrical and asymmetrical shapes.) Can you show me a symmetrical shape with your body? Now try an asymmetrical shape.



STANDARDS ADDRESSED

National PE Standards

Movement/Skills:

Spatial awareness, nonlocomotor skills, locomotor skills, balance

Fitness:

Cardiovascular endurance

Personal/Social:

Participates, appreciates, enjoys movement, cooperates in large group activities

Your State (Write in here)



TONY'S TIPS

- Try today's academic tip with 2nd graders; too advanced for K's and 1's.

Vocabulary

Base of support, inverted, symmetrical, asymmetrical

NOTES

