Station Rotations:

**STATIONS:** Stations will last for 15 minutes each. Game leaders listed below will remain at their assigned station as students rotate through the stations. Each child will rotate through each station.

**Station Leaders:**

1. **Boyce- Popsicles/ water break**
2. **Bruneau- Crab Soccer**
3. **Romine- Quidditch**
4. **Greer-Parachute**
5. **Hand- Tiger Matching Game**
6. **Norwood- Volleyball**

The parent team leaders will travel with the students on their team.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Team 1**  **Archer** | **Team 2**  **Helton- Clark** | **Team 3**  **Melton** | **Team 4**  **Bailey** | **Team 5**  **Bullard** | **Team 6**  **Lawyer** |
| 1. Abigail Archer 2. Susannah Barkley 3. Ben Blackwell 4. Thomas Bland 5. Shekina Bolton 6. Ayden Boyce 7. Rocco Brame 8. Graham Burks 9. Wesley Campbell 10. Lakeisha Cole 11. Matthew Diaz | 1. Sophie Fox 2. Noah Hand 3. Ava Hayes 4. Emersyn Helton- Clark 5. Noah Lara 6. Bo Nanney 7. Kathryn Pittman 8. Nola Reuter 9. Caroline Shepard 10. Peter Crump | 1. Jacqueline Barkley 2. Jeremiah Benson 3. Knox Bourland 4. Avary Cooke 5. Lila Crocker 6. Jackson Everett 7. Konrad Feibelman 8. Madison Hunter 9. Garrett Johnson 10. Lily Ryan Melton | 1. Nicholas Johnson 2. Aja Lado 3. Will Langston 4. Ricky Prendergast 5. Elizabeth Tenent 6. Lia Turner 7. Langston Vasquez 8. Lucy Walker 9. Jack Warren 10. Owen Weber 11. Aidan Yang | 1. Shattack Adams 2. Ivory Allen 3. Nyckayla Arnett 4. Jack Garrett Bland 5. Sebastien Bruneau 6. Leia Bullard 7. Gavin Gearin 8. Dallas Geer 9. Caroline Greer 10. Seungwan Han | 1. Kalina Lambert 2. Betty Lawyer 3. Elliott Miller 4. Winston Norwood 5. George Patterson 6. Isabella Poole 7. Jane Russell 8. Caleb Song 9. Lorelei Sweeney 10. Thompson 11. Summer Young |

**Station 1: Popsicles**

Students will each relax with friends and enjoy a popsicle and some water. Each student may get one popsicle.

**Station 2: Crab Soccer**

*Before you start:*

Students will be in two teams.

Explain the crab position (both hands and feet touching the ground) with stomachs toward the sky.

*Play:*

Only movement in the crab position is allowed for the entire game

Players can only kick with their feet and/or head- no hands are allowed

The leader drops the ball in the center of the play area for a kick-off to begin the game, as well as after each point is scored.

Each team is trying to put the ball into the opposing team’s goal

If the ball goes out of bounds, then the leader throws it back into play

**Station 3: Qudditch**

1. Students must stay on their broomsticks (pool noodles).
2. There are two balls.
   1. Quaffle- volleyball
   2. Bludger- foam balls (colored- one per team)
3. One person will be the golden snitch. This person will tape two pieces of yellow streamer on their waste.
4. Teams should attempt to get the quaffle through the goal on the end of the field.
5. Bluders can be thrown at other players. If the bludger hits a player, the player must get off of their “broom” and tap the goal. Then, the player may resume play.
6. At various points during game play, the leader will tell the snitch to run through the game play. If a player is able to grab the streamer off of the golden snitch, then that team wins.

**Station 4: Parachute**

Students should stand around the perimeter of the parachute.

* 1. Big Waves: While holding the parachute tighty, participates move their arms up and down to make small and large waves
  2. Small waves: While holding the parachute tighty, participates move their arms up and down to make small and small waves
  3. Circus tent: With the parachute lowered, players raise their arms as high as possible. Once the chute is high, on a signal- students step four steps into the center of the parachute. Still holding the chute tightly, kids should place the edges of the chute onto the ground and step onto the edges so that it appears like a circus tent
  4. Parachute tag- Lift the parachute high overhead. Call one child’s name and have him/her run to the other side before the parachute comes down and tags them.
     + - 1. Students have to skip under the parachute
         2. Students have to crawl under the parachute
         3. Students have to twirl under the parachute
  5. Switch: When the parachute is raised, leader can call a ‘favorite’ (color/candy bar/ chip/ drink) and then when the leader calls the child’s favorite, they run to find another spot around the parachute

**Station 5: Tiger Matching Game**

1. Mix up the cards. Lay them in rows, face down.

1. A player may turn over any two cards.
2. If the two cards match, the player may keep them.
3. If they don’t match, turn back over.
4. Students should try to remember during the other players’ turns.
5. The game is over when all cards have been matched.

**Station 6: Volleyball**

1. Students will divide into two teams and play volleyball.