

2 GO GAMES: ACADEMICS ON THE MOVE

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The demands on the classroom teacher have always been challenging and at times even overwhelming. Especially if the teacher is required to teach all the subjects, including physical education. How do you get everything in when there isn't enough time in the day? It is hard enough when the day follows a regular schedule but when there is a schedule change due to an assembly or even worse the dreaded rainy day. What do you do?

Dr. Melinda Bossenmeyer, creator and founder of the Peaceful Playgrounds programs, knows of these challenges first hand, for she too was a teacher and elementary school principal. She has taken her experience and consulted with preschool and kindergarten teachers and has created The 2 Go GAMES. A program that is easy to implement, can be done inside (great for rainy days), and provides numerous learning opportunities, both academic and physical.

The new 2 Go Games Kit includes everything you need to create and implement an exciting indoor Peaceful Playgrounds. The 2 Go Games are ideal for classroom stations and the table cards allow for 30 students to participate in each game. The activities are highly motivating as kids think they are playing games, making learning fun. Incorporating movement activities introducing and enforcing academic concepts in a fun learning environment.

The Peaceful Playgrounds 2 Go Indoor Games set includes Hopscotch, Balance Beam, Bean Bag Toss, Number Grid, Alphabet Grid and Target Game. These mats easily create a positive and engaging learning environment that can be used to reinforce both academic skills and motor skills.

Each mat comes with bean bags, markers, activity suggestions, & 30 table top cards so all students can be participants. Students can take turns doing the activity on the mat and the other students can follow along.

KINDERGARTEN
PHYSICAL EDUCATION & ACADEMIC CALIFORNIA STATE STANDARDS

HISTORY-SOCIAL SCIENCE CONTENT STANDARDS

K.1 Students understand that being a good citizen involves acting in certain ways.

1. Follow rules, such as sharing and taking turns, and know the consequences of breaking them.

K.4 Students compare and contrast the locations of people, places, and environments and describe their characteristics.

1. Determine the relative locations of objects using the terms near/far, left/right, and behind/in front.

MATH

Counting and Cardinality

- Know number names and the count sequence.
- Count to tell the number of objects.
- Compare numbers.

Operations and Algebraic Thinking

- Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.

Geometry

- Identify and describe shapes.

ENGLISH LANGUAGE ARTS STANDARDS

Reading

1.0 Word Analysis, Fluency, and Systematic Vocabulary Development

Students know about letters, words, and sounds. They apply this knowledge to read simple sentences.

Concepts About Print

1.6 Recognize and name all uppercase and lowercase letters of the alphabet.

Phonemic Awareness

1.7 Track (move sequentially from sound to sound) and represent the number, sameness/difference, and order of two and three isolated phonemes [e.g., /f, s, th/, /j, d, j/].

Decoding and Word Recognition

1.14 Match all consonant and short-vowel sounds to appropriate letters.

Writing

1.0 Writing Strategies

Students write words and brief sentences that are legible.

1.2 Write consonant-vowel-consonant words (i.e., demonstrate the alphabetic principle).

1.4 Write uppercase and lowercase letters of the alphabet independently, attending to the form and proper spacing of the letters.

PHYSICAL EDUCATION STANDARDS

Standard 1: Demonstrate motor skills and movement patterns needed to perform a variety of physical activities.

Body Management

1.6 Balance on one, two, three, four, and five body parts.

1.7 Balance while walking forward and sideways on a narrow, raised surface.

1.8 Demonstrate the relationship of under, over, behind, next to, through, right, left, up, down, forward, backward and in front of by using the body and an object.

Locomotor Movement

1.10 Travel in straight, curved, and zigzag pathways.

1.11 Jump over a stationary rope several times in succession using forward and back and side-to-side movement patterns.

Manipulative Skills

1.15 Bounce a ball continuously using two hands.

Standard 2: Demonstrate knowledge of movement concepts, principles, and strategies as they apply to learning and performance of physical activities.

Movement Concepts

2.1 Explain the difference between under and over, behind and in front of, next to and through, up and down, forward and backwards, and sideways.

2.2 Identify and use independently personal space, general space, and boundaries and discuss why they are important.

Body Management

2.4 Explain base of support.

Locomotor Movement

2.5 Identify the locomotor skills of walk, jog, run, hop, jump, slide, and gallop.

Manipulative Skills

2.8 Describe the position of the fingers in the follow through phase of dribbling a ball continuously.

Standard 5: Students demonstrate and utilize knowledge of psychological and sociological concepts, principles and strategies that apply to the learning and performance of physical activity.

Self-Responsibility

5.1 Identify the feelings that result from participation in physical activity.

5.2 Participate willingly in physical activities.

Social Interaction

5.3 Demonstrate the characteristics of sharing in a physical activity.

5.4 Describe how positive social interaction can make physical activity with others more fun.

Group Dynamics

5.5 Participate as a leader and a follower during physical activities.

Many of the activities have standards that are easily identified and others with a bit of teacher creativity will apply. The activities are designed to be easy to implement and they can be presented as a whole class activity or in stations with small groups.

There are many beneficial aspects of the 2 Go Mats. First and foremost, they are classroom teacher friendly. They can be used inside and they allow for flexibility and can be easily incorporated in already existing lessons in addition to the recommended activities. They also add that movement component creating an "Active Classroom" that is more and more being recommended. Finally, kids love them.

For more information on the 2 Go Games, contact Peaceful Playgrounds @ www.peacefulplaygrounds.com.