* **Grinch Christmas - GRADE LEVEL: K-6**

**EQUIPMENT:** 1 hula-hoop per 4 or 5 students, 4-5 beanbags (or any items) per hula-hoop

**HIGHLIGHTS:** Aerobic activity, safety in large group running, teamwork and cooperation

**INSTRUCTIONS:** spread the hoops out over the play area.  Assign a group of students to each hoop (Christmas tree). On the given signal student will run and try to take the treasure from other players treasure chests and return it to their own.  This continues for a predetermined amount of time.  At the end of the allotted time the bean bags (presents) are counted, the team with the most presents wins. Following are the rules of the game.
     -  Students may steal only 1 item at a time
     - Students must return the item themselves, to their Christmas tree(no throwing or handing off).
     -  Students may not steal from the same hoop twice in a row.
     -  You may NOT guard you treasure
In short, you win by stealing treasure from the opposing teams faster than they can steal from your team.

**VARIATION:** students may take two bean bags at a time as long as they are from two different treasure chests.

* **Super Santa’s – Opposite of**[**Grinch Christmas.**](http://mrgym.com/MiscGames/Steal_The_Treasure.htm)

Set up the same, but have the players (Santa’s), deliver their packages to other trees (Hula-hoops).  The team that has the least amount of packages left is declared the super Santa!!

* **Collecting Candy Canes - GRADE LEVEL: Grades 3-6**

**EQUIPMENT NEEDED:**Six sticks, two mats

**HIGHLIGHTS:** Teamwork, strategy, flag grabbing skills, safety in large group running.

**INSTRUCTIONS:**  Class is divided into two teams, each team on opposite sides of the playing area.  On each end of the playing area place the three sticks on a gymnastic mat.  On the given signal, players will run to the opposing teams side of the field in an attempt to steal the three sticks (1 at a time) located on their mat.  If the player gets tagged before he makes it to the mat, he becomes a prisoner and must stay on the opposing teams mat.  If a player makes it to the opposing teams mat without being tagged he may release one of the prisoners, or if there are no prisoners then he may take one stick.  The first team to collect all six sticks is the winner.

- Students cannot be tagged if they are on their own half of the field.

- All prisoners must be rescued before sticks can be taken.

- Prisoners must join hands to get a free walk back to their half of the field.

- Players that are carrying an opponent’s stick cannot be tagged.

**HELPFUL HINTS:**Emphasize fair play; be sure students release prisoners first.  This game is difficult for one person to judge, especially with younger students.  You can make this game easier or more difficult by changing the number of prisoners that can be released by a player.  Furthermore, you can make the game easier by changing how many sticks it takes to win the game.

* **Winter Wonderland - Grades 1-6**

**EQUIPMENT NEEDED:** None

**HIGHLIGHTS:** Running, dodging, tagging

**INSTRUCTIONS:**  Two students are selected to be "Its" (or other names; Grinch, Scrooge, Jack Frost etc.)   The rest of the class is lined up at one end of the playing area.  The "its" pick a magic word that will make the rest of the class run to opposite end of the playing area.  The object of the game is for the "Its" to tag as many players as possible before that reach the other end of the playing area.  Students that get tagged must freeze where they are tagged.  The next student that runs bymay now be frozen by the enchanted trees (frozen players the last player to be tagged gets to be "It").

* **Ice Glider - Grades K-6**

**EQUIPMENT:** 8 cones, 1 beanbag or ball per player, 10-12 bowling pins (optional), Volleyball net (optional)

**HIGHLIGHTS:** Teamwork, sliding objects at a target, eye-foot coordination, agility, evading and dodging, under hand throws.

**INSTRUCTIONS:**  Divide the playing area into two equal halves, using cones or volleyball net depending on the size of the area.  Each player is given a bean bag/ball.

 At each end of the playing area create an ‘Igloo’ (holding area) as well as a target to rescue students.  I have used mats, boards or bowling pins to create targets.

The target area should be about 32 inches wide, but can be modified to meet the skill level of the students.  When using bowling pins, I will use 4 or 5 pins and I will adjust the distance of the pins to match the skill level of the students.

On the signal players attempt to slide the beanbag into the feet of opposing players.  If player is hit he must go to the jail on the opposing team’s side of the field.  A player may leave jail when a beanbag comes into the jail and that player retrieves it, or when a bowling pin has been toppled.  When he gets the beanbag he may go to his own side, while holding the beanbag above his head.  The game is over when all players from a team have been eliminated.

**VARIATIONS:**In some games, I will designate 2 or 3 special beanbags.  If one of these special beanbags hit a target, all students are rescued from the jail.  I will use this same concept with bowling pins except I will designate one of the pins as a special pin.  This pin will either be made differently, or will be a different color to make it easily distinguishable from the others.

**HELPFUL HINTS**: Emphasize to the students that the beanbags are to be slid, not thrown.