## sloatilum ACTIVITY

## Ready...

- 6 cones (for boundaries)
- Music and player (optional)


## Set...

- Create a large (30X30 paces) activity area with 2 cones forming a midline.


## GO!

1. The object of Meet Me in the Middle is to
 warm up major muscle groups and cooperate with a partner.
2. As you enter the activity area, find a partner. Move to stand on the opposite endline from your partner.
3. On signal, jog to meet your partner in the middle, do the task I call, then return to your original line.
4. Each time you meet in the middle, I will add a new task to the old tasks. Do the first task first, then add the $2 n d$, the 3 rd , and so on, until you've sequenced them all.
5. (Below is an example:)

- High-five R hands
- High-five L hands
- Jump and turn $360^{\circ}$
- Jumping high-ten
- Elbow turn R and L
- Do sa do
- Create your own (Add 1-4-Fun)


## Cues

Keep adding on to the first task.

* Work with your partner to remember the tasks in order.
Be gentle with your partner.


## MEET ME IN THE MIDDLE

## 

More Aerobic
(Spread cones farther apart to increase aerobic fitness.)

## Kids Call

(Call individual students to give a new task for each round.)

## 3. Pair Creation

You and your partner create your own tasks each round. This will be your own original "Pair Creation."

## ACADEMIC

Math (Finding the Middle)
l'll call a number between 1 and 100. When you meet your partner in the middle, both say the number that is half of that number (or the middle). For example, I call 68 , you and your partner call 34 before you start your moves.

National PE Standards
Movement/Skills:
Locomotor, non-locomotor skills
Fitness:
Cardiovascular endurance, upper body strength, understanding warm-up concepts
Personal/Social:
Cooperation, accepting challenges

Your State (Write in here)

## PAULA'S POINTERS

- Use rowdy, stadium-type music to motivate students.
- Allow faster students to meet partner past halfway.
NOTES
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