

Teachers Name: Leah Queen
Title: Halloween Concentration

Focus Ark. framework	Grade level	Warm up activity (stretch, run/walk, stations)	Assessment
PEL1.3. Practice locomotor movements in a variety of games	3rd	Run/walk	Observation
Instructional Target Outcome (Big Idea)			
Students will use a variety of locomotor movements during this game			
Classroom Activity Directions/			
<ol style="list-style-type: none"> Students will match cards with, Pumpkins, ghosts, Frankenstein, scarecrows, witches, bats, mummies, broom sticks, trick or treaters, zombies, Dracula, goblins, etc. Turn the cards over and mix them up under the cones or “flipped” Frisbees Place 6 – 12 cones around the gym perimeter and group the students into even clusters of “Trick or Treaters” behind each cone to start the Halloween Concentration game On a teacher signal (preferably Halloween music), the first one in line runs (or uses a teacherdirected locomotor movement) to a cone, grabs a card and brings it back to their group The group looks at the card and immediately the next student in line goes out and lifts up another cone and looks at the card. If it is a match they bring it back to the group If the card is not a match, the student leaves the card at the cone and returns to tell everyone the icon they looked at The next T or T’er then goes out on the Halloween “matching” venture checking a new card The process continues for a set time to see which group gets the most “icon” matches 			
Ties to Literacy		Specific Vocabulary	Essential Questioning
Students will read the cards And communicate with their team		<ul style="list-style-type: none"> Locomotor 	What are locomotor movements? What are some locomotor movements?
Resources, Materials and Visuals		HOT	
Matching Halloween cards and Frisbees Additional Frameworks: PEL.5.3.2 Demonstrate behaviors that communicate care, consideration, and respect of self and others		Students will apply memory to the game.	

