

Swings Jobs / Activity Descriptions

JOB OPTIONS: Group Leader or Activity Leader

Group Leaders will meet with their group in the classroom after they have made name tags for them. They will escort them down to cafe for a brief assembly; get them to each activity on time; support the activity leaders by helping to keep kids focused and on task; sit with the kids and lunch and play with them at recess, if mutually desired; and help with evaluations at the end of the day, as needed. No less than 2 leaders/group; 2 groups/class; 3 classes = 12 minimum

Activity Leaders will know their activity inside and out; set it up; run it 6 times with as much enthusiasm for the last group as you had for the first; take it down and store it, and evaluate your experience.

Both Jobs need to know the 4th grade schedule: 1st activity begins at 9:25 (preceded by an assembly) and ends at 2:15. There is a break in the middle of the day for lunch.

SPECIFIC ACTIVITY DESCRIPTIONS: SYNOPSIS followed by NUMBER OF LEADERS NEEDED followed by SET-UP / TAKE DOWN DIFFICULTY LEVEL, OUT OF 5.

Ship to Shore: Working as a team, the members must figure out a way to get their stranded ship to shore before the ship goes down. Equipment includes tires, scooters, rope and net standards. 3-4; 4.

Blanketball: Members work in two teams using a blanket to toss a ball back and forth over a volleyball net to score collective points. Equipment surprisingly includes a volleyball net, 2 standards, 2 blankets and a ball. 2-4 willing to play; 3.

Beat the Clock: Team members will need to work as one to complete this task before the clock winds down. Equipment includes a kit with a boundary rope, words to "The Race", nails to prevent the words from blowing away, a stopwatch and a start/finish line. 2-3; 2.

Toxic Transfer: This very challenging activity will test a groups problem solving and cooperation skills. Equipment includes a kit with the transfer mechanism, the toxic item, the receptacles and a stopwatch. 2-4; 1.

Rolling River Raft: Given a platform (the raft), a number of multi-colored balls (the river) and a couple of oars, the group needs to plan how to get two rafters down the river of balls. Life jackets are not required. Equipment includes 2 rafts, 2 crates of balls, 4 "paddles", 2x4's for boundaries and start / finish lines. 4; 2.

The Giant's Puzzle: The group will find themselves in the giant's lair. The only way to escape is to find the solution to the puzzles. Equipment includes the puzzle pieces, a stopwatch, a box of Ritz crackers. 4; 3.

Recess Games: New in 2008. I have dropped the Obstacle Course for some well supervised, healthy competition against the 5th graders. Ideas include, but are not limited to: Pass the Potato (using only bare feet); GaGa - a fun variation of dodgeball; Ping-Pong wars w/pp balls and straws, and more!; all games indoors if wet; equipment needs will vary; 6 enthusiastic, relatively athletic, fun-loving types not afraid to take charge. You will plan and prep in the morning, then be on the job only during recess time. I will help you with this. Do we demonstrate Quidditch to them?