

SPARK

Test your child's listening skills with Spark, one of our Recess Enhancement Program (REP) games. This game can be played in small indoor spaces and requires little equipment.

SPARK

Who: Grades K to 8

Players: 2+

Time: 15 minutes+

Where: Auditorium, cafeteria, classroom, hallway, gymnasium, library, playground,

Equipment: None

HOW TO PLAY:

- Pair up! Players stand 6 feet away from each other.
- Designate a student to be “Spark Leader” or facilitate it yourself. Players must follow the Spark Leader's movements.
- When the leader says “SPARK,” put both hands straight up before your partner.
- Whoever completes the motion first is the winner! Give your partner a wi-fi (wireless high five or air five) and find a new partner.

GAME TIP:

Try different motions when the Spark Leader says “SPARK,” like balancing on one foot or doing jumping jacks. Whoever completes the motion first is the winner!

CHECK FOR UNDERSTANDING:

When can I sit down? What do you do after you sit down?

CONFLICT RESOLUTION TIP

Use Rock, Paper, Scissors to determine a winner if players grab the cone/item at the same time.

PLAY: REP IT OUT

EASY: All movements on two feet.

MEDIUM: Add specific movements with balance and holding movements.

HARD: Have each group five feet between the cone/item and have players skip or hop to grab the cone/item.